

COMPLETE
A-Z OF CHEATS



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Publishing
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Volume Five

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132
pages of raw
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plus all the secrets!

YOSHI'S STORY

PLUS!
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CHEATS!

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SOLVED! Yoshi's Story - mapped,
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and every N64 cheat listed starting on page 116!

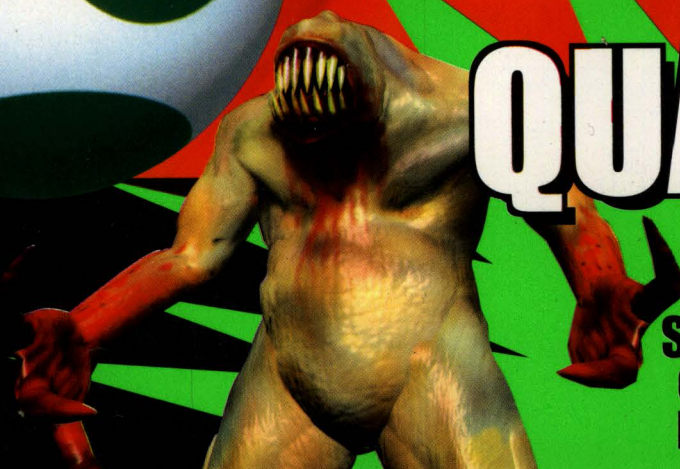
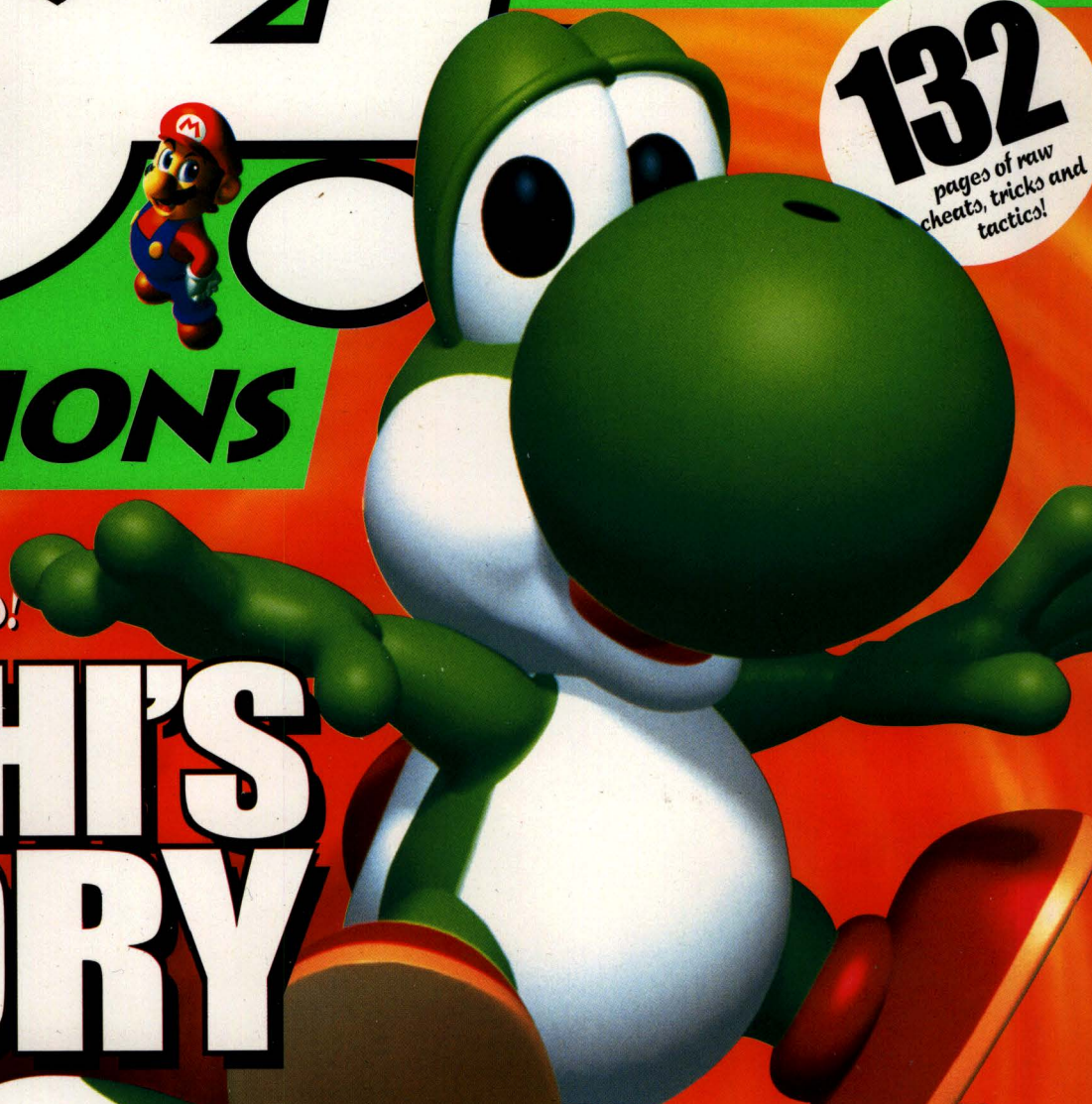
PLUS! Mini tips and essential details on
all new N64 Games!

**Cheats & tips
for every new
N64 game!**

QUAKE

Fully mapped
complete solution!
Send it back to hell!

Slime
on to
page **56**



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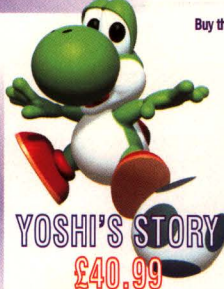
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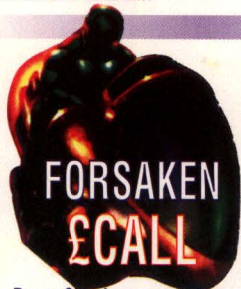


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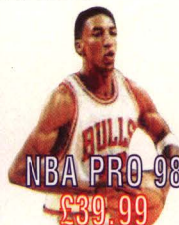
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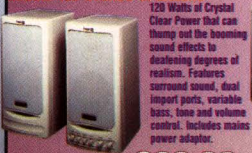
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WHAT

GOEMON MYSTICAL NINJA

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The spiky-haired one makes his big leap to the N64 having languished on the Super NES for so long. This is the first part of our full solution to Konami's highly polished adventure.

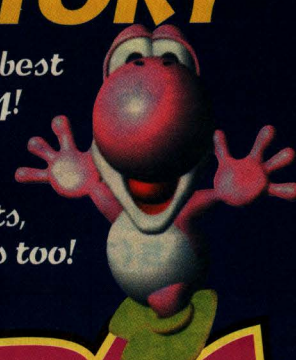


page

06

YOSHI'S STORY

Definitive solution to the best platform game on the N64! Not only do we show you the locations of all the melons, but all the secrets, bosses and mini games too!



YOSHI'S STORY

THE BIG ONE!

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THE COMPLETE A-Z OF N64 CHEATS

The complete A-Z of Nintendo 64 cheats - full updated and including...

- Blast Corps (US)
- Cruisin' USA (US)
- Dark Rift (US)
- Diddy Kong Racing
- Doom 64
- FIFA 64

INSIDE

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QUAKE

Be afraid, be very afraid. Prepare for the fully mapped solution to one of the best shoot-'em-ups on the N64. No stone unturned, all secrets revealed!



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SUBSCRIBE!

Yes! Join up with the pros, get 64 Solutions delivered direct to your door and save 35%!

WCW VS NWO

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More mayhem with big men in bright coloured fabrics.

This second part of the moves guide concentrates on the bosses.



Goldeneye

J League Perfect Striker

Killer Instinct Gold

Mortal Kombat Trilogy

Multi Racing Championship

NBA Hangtime

Shadows of the Empire

Tetrisphere

Turok Dinosaur Hunter

Wave Race 64

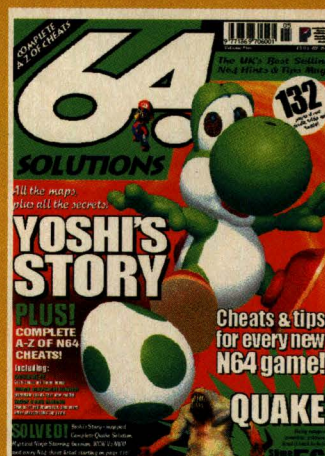
War Gods (US)

Wayne Gretzky's 3D Hockey

Welcome to a new kind of tips magazine!

The UK's best N64 tips magazine once again arrives to guide you through the trickiest moments of Nintendo gaming. This issue new game releases are a bit thin on the ground; something that is making the review magazines desperate to fill their ever-increasing pages.

Fortunately for you we have the start of a fully mapped guide to Yoshi's Story (using actual screenshots to show you the way), plus the complete mapped solution to the superb N64 version of Quake. Not only do you get detailed maps of every level, but the boy Russell has also included a walkthrough and the locations of every single secret room and power-up. You will not find a better solution to Quake and the maiming starts on page 56. Next issue, we can look forward to the majesty of Banjo and Kazooie! Enjoy the magazine. Enjoy your N64!



WHO'S WHO!

A few words from the scurvy dogs who brought you this mighty tome!



Damian "property" Butt: Managing Editor

Most looking forward to? Well for the evil manager it must be Turok 2. Just think, all those dinosaurs, big guns, and a two player co-op mode. Yum.

Favourite Game: Goldeneye **Email:** gecko@paragon.co.uk



Russell "fore!" Murray: Game buster

Most looking forward to? F-Zero or Banjo and Kazooie. "I just want something challenging!" exclaims the games legend.

Favourite Game: Tetrisphere **Email:** 64sol@paragon.co.uk



Lisa "keen" Johnson: Designer

Most looking forward to? Some decent games to put in the issue and a long and expensive holiday. Well one of these will no doubt come true.

Favourite Game: Rollerblade **Email:** lisam@paragon.co.uk

Who else?: Without these guys this mag wouldn't be here! A nice big hand goes to, Lou Wells, Nick Trent, Roy Kimber, Paul Ridley and Russell Murray's missus (again).

KNOW YOUR PAD WELL!

Here's a quick look at your cheating stick!

1. UP, DOWN, LEFT, RIGHT
2. L
3. R
4. C LEFT
5. C UP
6. C RIGHT
7. C DOWN
8. Z BUTTON
9. A BUTTON
10. B BUTTON
11. ANALOGUE PAD

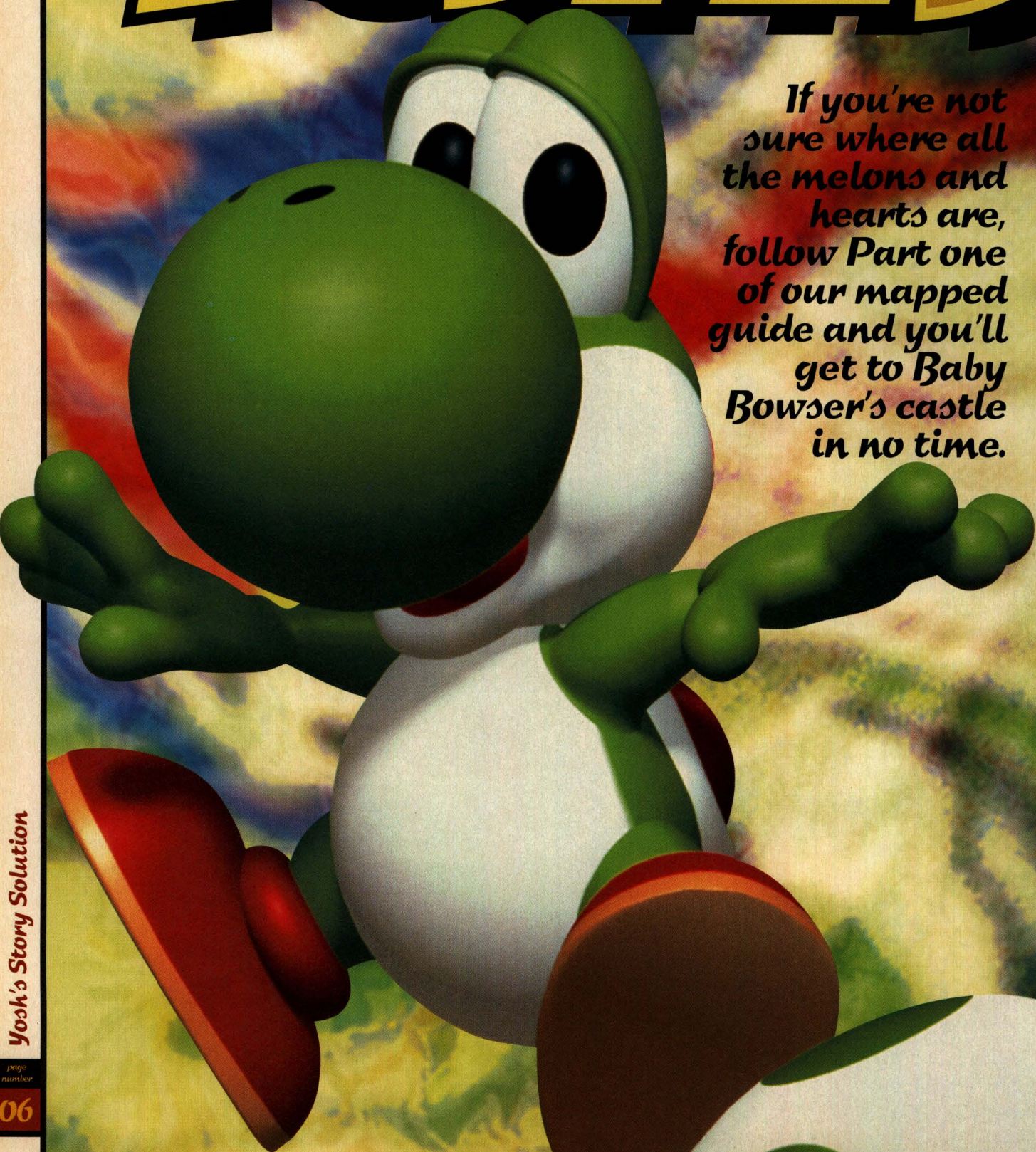


Yoshi's
Story

06

YOSHI'S

If you're not sure where all the melons and hearts are, follow Part one of our mapped guide and you'll get to Baby Bowser's castle in no time.





Players
One



Cartridge
128M



Memory
No

Publisher:
Developer:

Nintendo
In-house

Game type:
Origin:

Platform
Japan

Released:
Price:

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STORY

FRUITS OF FANCY

Red Yoshi

Favourite fruit
Apples



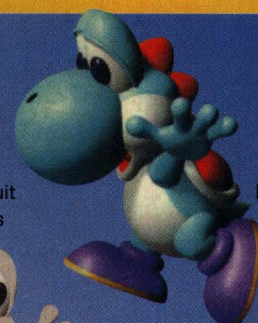
Blue Yoshi

Favourite fruit
Blueberries



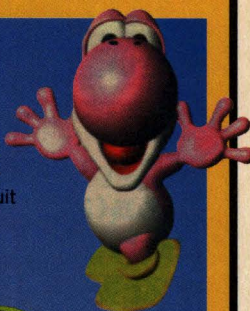
Cyan Yoshi

Favourite fruit
Blueberries



Pink Yoshi

Favourite fruit
Apples



Black Yoshi

Favourite fruit
All – even
Chillis!



Green Yoshi

Favourite fruit
Watermelons



White Yoshi

Favourite fruit
All, including
Chillis



Yellow Yoshi

Favourite fruit
Bananas



Each Yoshi has their favourite fruit that are worth more points than the regular fruits. The favourite fruits are the same colour as the Yoshi so Green Yoshi's favourite munch is Watermelon.

At the start of the game you must determine the lucky fruit at random so to be sure of a high score pick a Yoshi who is not the same colour as the lucky fruit.

TECHNIQUES

Game Modes

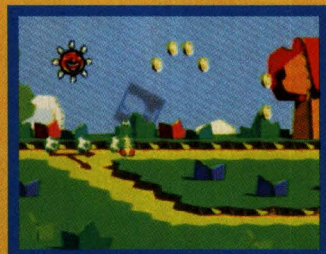
There are three different game modes to try. Practice mode will help you to grasp the basic elements of the game and will enable you to practice shooting and sniffing. Trial mode enables you to try each level of the book and try to get the highest score. In order to open the levels in this mode you will need to complete the required level on the story mode first. Story mode is where all the action is. Collect 30 fruits on any level to advance to the next page of the book.

At the end of the story you will need to beat Baby Bowser to find

the Super Happy Tree. To reveal the hidden message you will need to find the hidden coin formation on every level in Story mode.

Super Happy

When Yoshi eats a heart fruit he becomes Super Happy. The smile meter will begin flashing and Yoshi becomes invincible, he can jump



Extra coins will appear when Yoshi becomes Super Happy.

further and higher, and his tongue becomes longer.

If you pound the ground whilst in this mood you can burst all visible bubbles, turn Chilli peppers into coins and turn enemy Shy Guys into lucky fruit.



Eggs can be thrown at enemies and bubbles. The blast will destroy any item that it touches.

Shooting Items

When shooting Eggs at enemies Yoshi does not need to be precise. Any enemy that is touched by the explosion that follows is destroyed. This can be helpful when trying to yolk two enemies at the same time or for bursting multiple bubbles.

Bursting Bubbles

There are two ways to get at the items contained inside these bubbles. You can throw an Egg at the bubble to make them burst or you can jump on top of them and keep bumping them until they burst. This can take some time but is handy if you don't have many Eggs left to throw.



Bonus Points

You are able to earn extra points for shooting or stomping Shy Guys rather than eating them. The more enemies you defeat with a single



Egg the more points you are able to earn. Also egging or stomping Shy Guys that are the same colour as your Yoshi will earn you extra points. To change the colour of the Shy Guys simply pound the ground whilst they are on the screen.

Yoshi sez!

Look out for the special Heart fruits that will float from the sky whenever Yoshi eats six fruits of the same variety.



Collecting Melons

There are a total of 60 fruits available on each level of which half are Melons. To ensure a really high score and a special ending collect



only these special fruits throughout the entire game. Each Melon is worth 100 points when counted at the end of the level, so a whopping 3,000 points are at stake. Not only that but if you eat the Melons in the correct order the Heart fruits will appear at the right places to enable Yoshi to gather the secret coin formations.

Mini - games

These mini games often contain multiple Melons for Yoshi to eat and also secret coin formations. There are several types of mini-game for you to compete in, from balancing blocks to just simple racing. The best way to ensure that you collect all the fruity bounty from these special areas is to walk the course first to kill any Shy Guys that may be waiting for you. With the area free from these enemies you should be able to reach the finish line fairly easily.



Mini-games provide you with melons to top up your high score.



ITEMS

Picking up these items will get you points and aid your journey.

Egg Block

Head-butt this block and it will release up to six Eggs which you can collect. Use these as missiles to burst item bubbles and kill multiple enemies.



Message Block

Bash this block to gain helpful hints throughout the game. They will always appear whenever there is a new obstacle or challenge for Yoshi to overcome.



Mystery Crate

Most of the time these crates contain hidden melons, although a few will be discovered that hide a special warp vase. You can push these crates to gain access to higher areas or use your ground pound manoeuvre to open them. On later levels you will need to push these crates together or into certain areas in order to obtain the bounty inside.



Mystery Block

Butting this block can reveal many surprises. Sometimes it will mark the beginning of a mini-game and other times it can contain coins. If Yoshi is able to collect all of the coins contained within the block he will win a Melon as a prize.



Coins

These golden coins are scattered on every stage throughout the game and help to increase your score at the end of the level. Hidden coin formations can be uncovered when you eat a Heart. Fruit and extra coins can be found using the Sniff technique.



Special Heart

There are three special Hearts hidden on every level. By collecting these hearts you will open extra levels on the next page of the book. If you manage to collect all three of the special Hearts you will be given access to all of the levels that are on the next page of the book.



Heart Fruit

When you eat six fruits of the same variety in a row, a Heart fruit will appear. When you eat this delicious fruit Yoshi will become super happy and gain loads of special powers.



Surprise Ball

These sticky surprise Balls can be extremely helpful when trying to reach higher levels and platforms. To climb them simply lash at these balls with your tongue and Yoshi will pull himself up.



Bumper Ball

These balls can be both helpful and annoying. They can be used to gain extra height when jumping but can knock you off a platform or block a vital Egg throw.



Mystery Ball

Throw an Egg at these mystery balls to reveal whatever is hidden inside. Some may contain fruit or switches, but others may only harbour enemies.



Mystery Switch

Jump onto these switches to activate them. When activated they can make objects appear to help you collect Melons or reach secret areas. The switch has a timer so you will need to move quickly.



Delay Switch

The delay switch extends the timer on whatever the mystery switch has activated. Shoot these switches to gain a few more vital seconds that may be necessary to find the secrets hidden in the game.



Pipe

These Pipes often act as doorways to reach other areas of the game. To enter a pipe simply stand on top of it and press down on the control stick or jump and press up to enter a pipe attached to the ceiling.



Chilli Pepper

These hot peppers will take energy away from Yoshi if he eats one by mistake. There are however, a couple of useful things to



remember about Chilli peppers. They turn into coins if you pound the ground whilst Super Happy, and they also have no effect on Black or White Yoshi's.

Warp Vase

These vases lead to mini-games and other game areas. To enter the vase simply stand on the top of it and press down on the control stick. Warp vases are normally visible but sometimes they can be found hidden inside Mystery Balls.



Black/White Yoshi Eggs

These special Eggs can be found lurking inside the mystery balls on some of the levels. They will remain unhatched until you have completed the level on which they are found, but will hatch into black and white Yoshis before you begin the next level.



Power Bee

These little guys float around in certain hard to reach areas of the game. If you manage to eat a Power Bee, it will boost your health back to maximum.



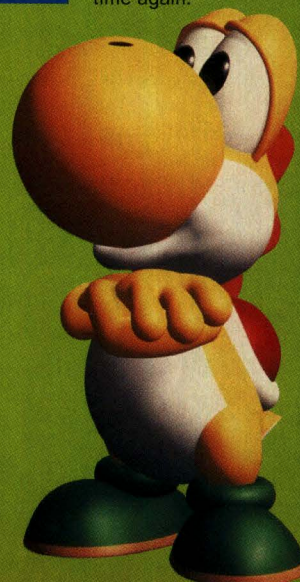
Tulip

When you lick a tulip you will be transformed into a large egg which can be launched into the sky using the control stick. They are extremely useful to propel yourself into the sky to access areas that are otherwise impossible to reach.



Power Flower

Eating this flower will increase your health meter by two petals. The plant regenerates quickly so it can be used time and time again.





Players
One



Cartridge
128M



Memory
No

Publisher:
Developer:

Nintendo
In-house

Game type:
Origin:

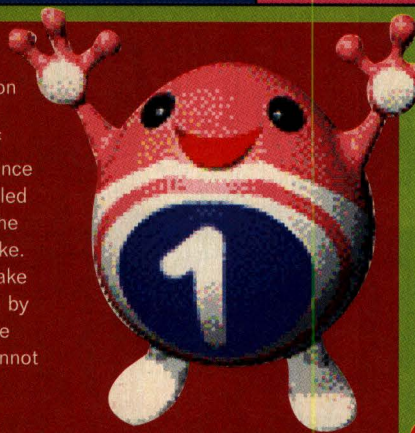
Platform
Japan

Released:
Price:

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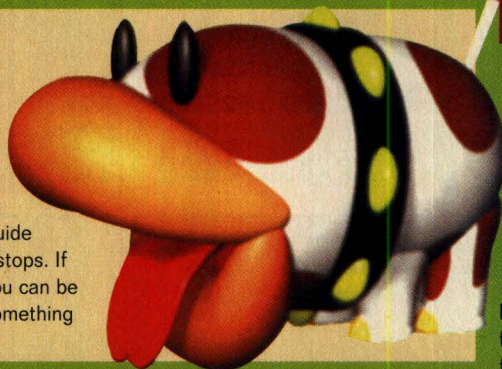
Miss Warp

There are four Miss Warps on each level which act as checkpoints. To wake one of these characters simply bounce on their heads. If you are killed in action you will return to the Warp point that you last woke. When all four warps are awake you can jump between them by leaping off their heads to the next one. Remember you cannot warp to an area where Miss Warp is still sleeping.



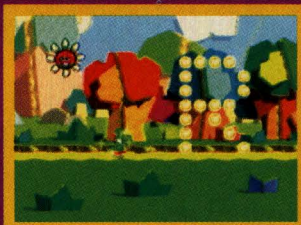
Poochy

This fella will help you to sniff out hidden secrets and melons. Simply follow where Poochy leads and let your nose guide you from where he stops. If Poochy is around you can be sure that there is something hidden nearby.



Secret Coin Letters

When you eat a Heart fruit in certain areas, a special coin formation will appear in the shape of a letter. Each level has a letter to be found and when all the letters are placed together they reveal a hidden message. You will need to jot down the letters as you find them in order to interpret this special message.



White Shy Guy

These guys appear in Story mode when you have lost one of your original Yoshi's.

They will follow you until the end of the level, where they act like an extra life and can enter Bowser's Castle to return one of your fallen comrades.



CONTROLLING YOUR YOSHI

Z Button (Shoot)

Use the Z button to shoot objects or enemies with the Eggs you have collected. Press and hold the trigger button and then use the analogue



control stick to aim the cursor at the object you wish to shoot. If you wish to cancel this action at any point simply press the B button. Releasing the Z button will throw the Egg at the target object.

L Button (Fruit Frame On/Off)

Every time Yoshi eats a piece of fruit it is displayed on the fruit frame which runs around the border of the screen. Use the L button to turn this frame on or off.

D - Pad (Fruit frame size)

You are also able to alter the position of the fruit frame by pressing the direction pad up and down. Up will make the frame run closer to the edge of the screen whilst pressing the D-Pad down will draw the frame towards the centre of the screen.

R Button (Sniff-Sniff)

When you press the R button Yoshi will sniff the ground in search of hidden objects. When an exclamation mark (!) appears you are nearing a hidden item and must move forward carefully. Keep sniffing and your Yoshi will become more excited as he gets closer to the



Yoshi will shout at you when he discovers a hidden coin or melon.



hidden object. When Yoshi stops and speaks to you he has located the spot where the item is hidden. Simply pound the ground at this point to uncover the objects that have been hidden there.

A Button (Jump and Flutter)

There are two kinds of jumps that your Yoshi is able to perform. By pressing the A button you can jump over obstacles and enemies. If you press and hold the A button your Yoshi will flutter in the air enabling



him to gain greater height and float for a few seconds. When Yoshi begins to fall release the button and then hold the A button again, and you will be able to flutter for a while longer.

B Button (Lick)

Use the B button to roll out your tongue to devour flavoursome fruit and edible enemies. You are unable



Eat fruit by lashing out your tongue.

to move whilst eating so you can use the analogue stick to control the direction of your feeding frenzy. Not all enemies are edible so take care not to munch everything in sight.

Analogue Stick (Walk and Ground Pound)

Use the Analogue stick to move your Yoshi around the storybook. You will be unable to move when throwing Eggs or eating, so the analogue stick can be used to direct your missiles and control the movement of your tongue. You also need to use the analogue stick to perform a ground pound. To execute this manoeuvre simply jump and then press the analogue stick down whilst in mid-air. You must use this trick to uncover hidden items discovered by Yoshi's sensitive nose.

Turn over for more...



Yoshi's Story

10

TREASURE

LEVEL 1.1

PART 1

Treasure Hunt

This is the perfect level for practising egg throwing, ground pounding and sniffing for secret stuff. The Shy Guys are well scattered so should not cause you any major problems. Take your time and try to sniff out all the hidden Melons, there is no time limit so take things nice and slow.

Sniff - Sniff

At every available opportunity you should stop and smell the air. There are lots of hidden goodies throughout this level from coins to melons for you to collect. Whenever you see an exclamation mark Yoshi has

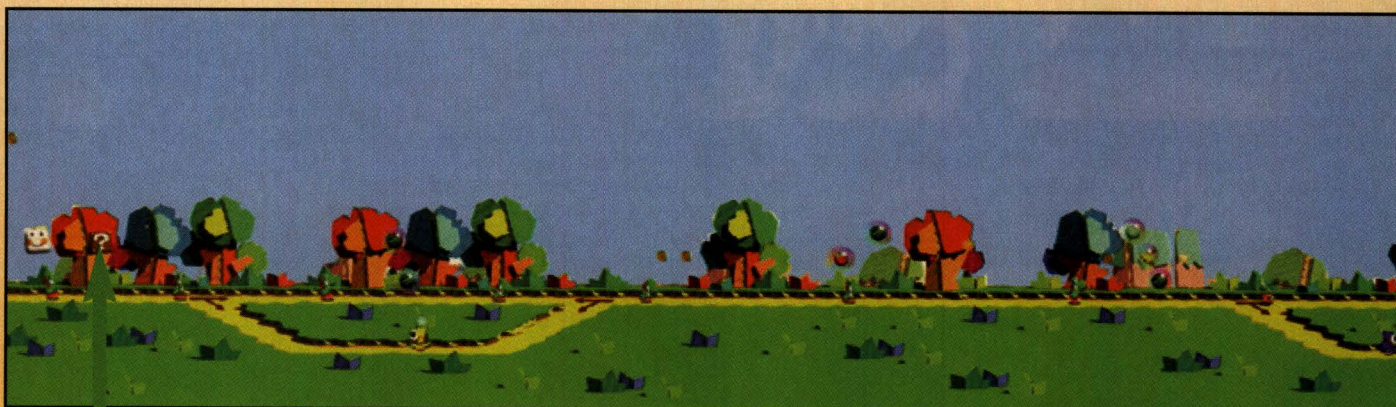
Hidden items can be discovered using Yoshi's amazing sense of smell. He will tell you when he has found something special.

picked up a scent. Keep following the trail until Yoshi stops and speaks to you.

Then make him pound the ground to discover the item that has been hidden there.



START



Melon Race

This little race will begin when you break open the mystery box. Before you begin the race take a walk along the course and Egg

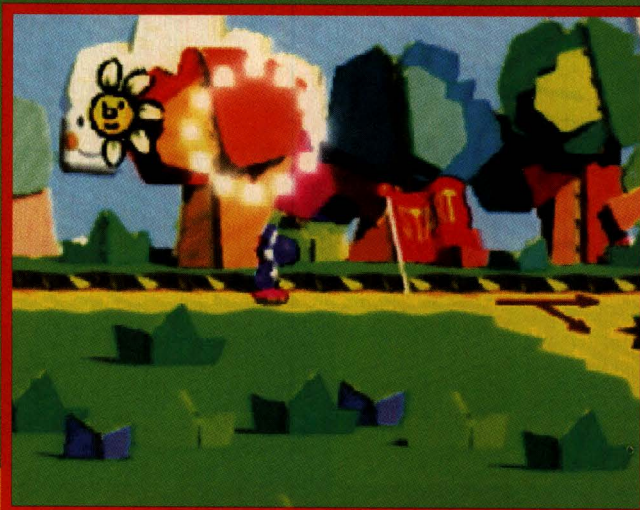
all of the Shy Guys waiting to

impede your Melon run. Once

you have cleared the path return

to the mystery block and begin the race. If you can cross the finish line before the chomper eats any of the fruity prize you can collect seven melons.

Don't rush off as a heart fruit will now fall from the sky and a coin letter formation will appear.





Players
One



Cartridge
128M



Memory
No

Publisher:
Developer:

Nintendo
In-house

Game type:
Origin:

Platform

Released:

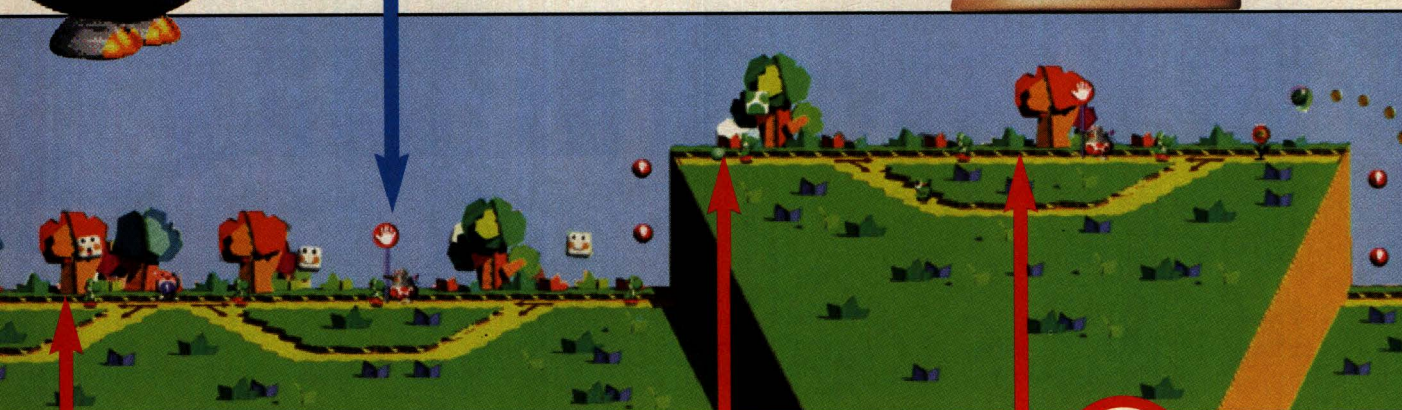
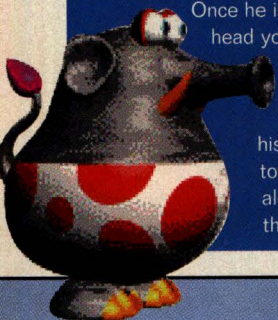
Out now!
£64.99

HUNT



Pak E Derm

Pound the ground in front of the large elephant to knock him over. Once he is on his head you will be able to flutter-jump over his stop sign to continue along the course.



Melon count

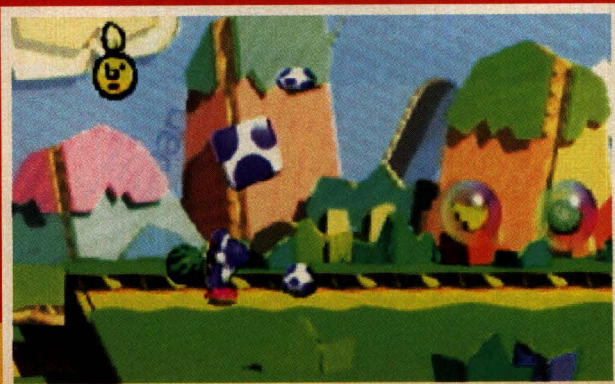
Of the 30 melons to collect on this level you can find 19 in this first part. This includes all the hidden melons and all the those rewarded for competing in the race. You will get to watch a different ending if you collect only melons throughout the entire game.



Egg Block

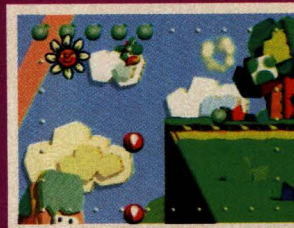
Jump up and down to bash this block with your head and it will produce several little eggs. You can either walk over them to pick

them up or you are able to eat them. Once you have collected your maximum load of six, you must move on to find something to shoot.



Surprise Ball & Hidden Melon

Use your tongue to grab these special balls and hoist yourself upwards. Once you have reached the top take a jump straight up in the air to make a hidden melon fall from the sky.



Jump high in the air from the top of the second surprise ball and a hidden melon will fall to the ground just in front of you. If this is your sixth Melon wait for the Heart fruit to fall after you've eaten it.



TREASURE HUNT

PART TWO

Treasure Hunt - Part 2

Exit through the jar in a second area and there will be more secrets for you to discover. Do not despair for help is at hand and Poochy the dog will help you to find the remaining hidden Melons. Look out for the mystery block in the final stretch. If you do not catch the five coins that spill from this special block you will be unable to collect all the Melons for this level.

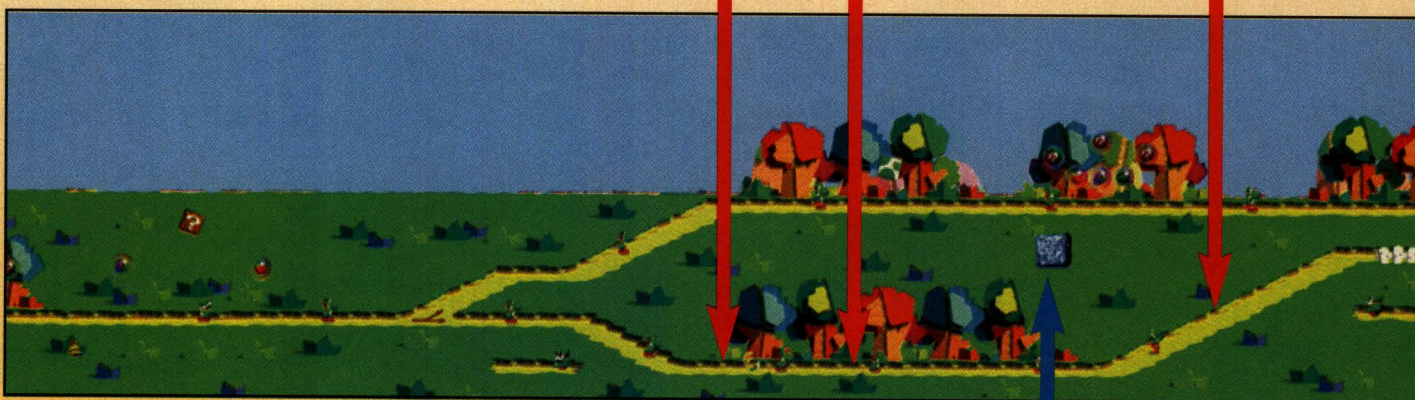
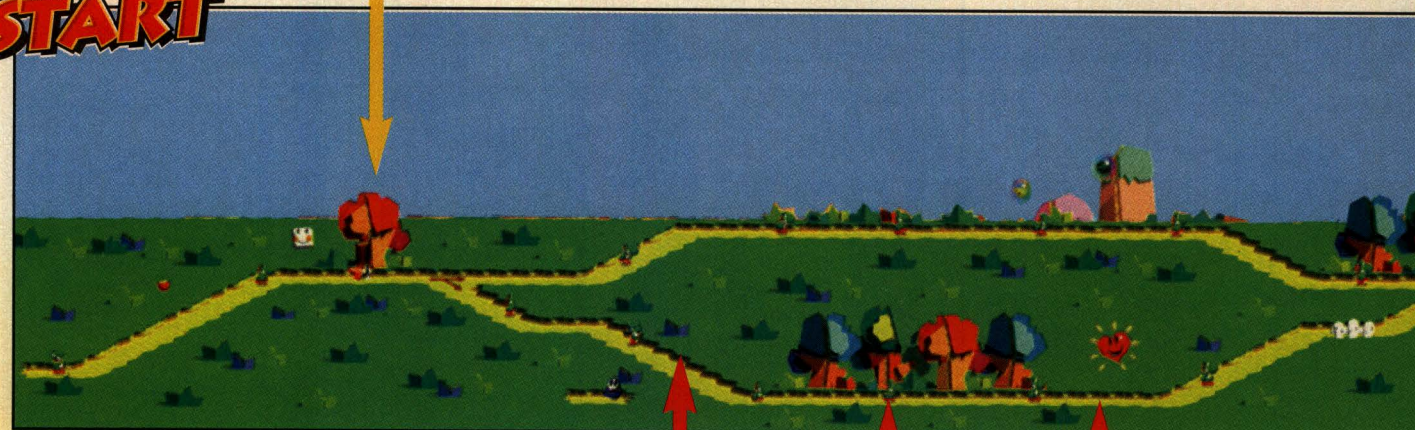
Poochy

Pound his pole into the ground and Poochy will be free to help you. Just follow Poochy's sensitive nose and he will discover the hidden melons for you. Wait until he stops and then pound the ground to uncover the scented item hidden there. Remember that whenever you see your gifted friend, there will always be a secret located nearby.



Poochy makes light work of finding hidden secrets. Follow your helpful friend and pound the ground whenever he stops.

START



Multiple Kill

The Shy Guys are waiting here to stampede your position as you approach.

However, if you can sneak around behind these guys you will have an opportunity to execute them all with one well thrown egg. There are lots of extra points to be awarded here so take the time to return to this area to dispose of these enemies.



Rock Heart

Poochy will help you to discover the hidden switch under this huge rock.

Once on the platform fire an Egg at the rock to reveal the special heart hidden inside. You should now have all three hearts to access all the levels on page two of the book.

Throw an egg at this huge rock high up in the sky to discover the special heart hidden inside. Each heart opens a level on the next page.



Bonus points can be earned for killing more than one enemy at a time.



Players
One



Cartridge
128M



Memory
No

Publisher:
Developer:

Nintendo
In-house

Game type:
Origin:

Platform
Japan

Released:
Price:

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Heart in the Sky

Just before you reach this high flying Heart you should collect a Heart fruit, providing you have discovered all the hidden melons up to this point. Poochy will help you to discover the switch

underneath the heart to give you a platform to jump on from which you can collect the heart and the secret coin formation that surrounds it.



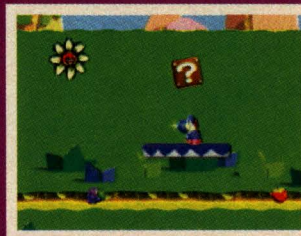
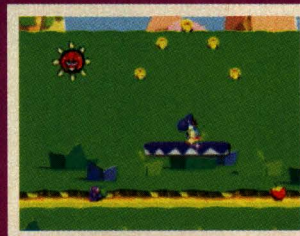
Extra coins will appear around this heart when you are super happy.



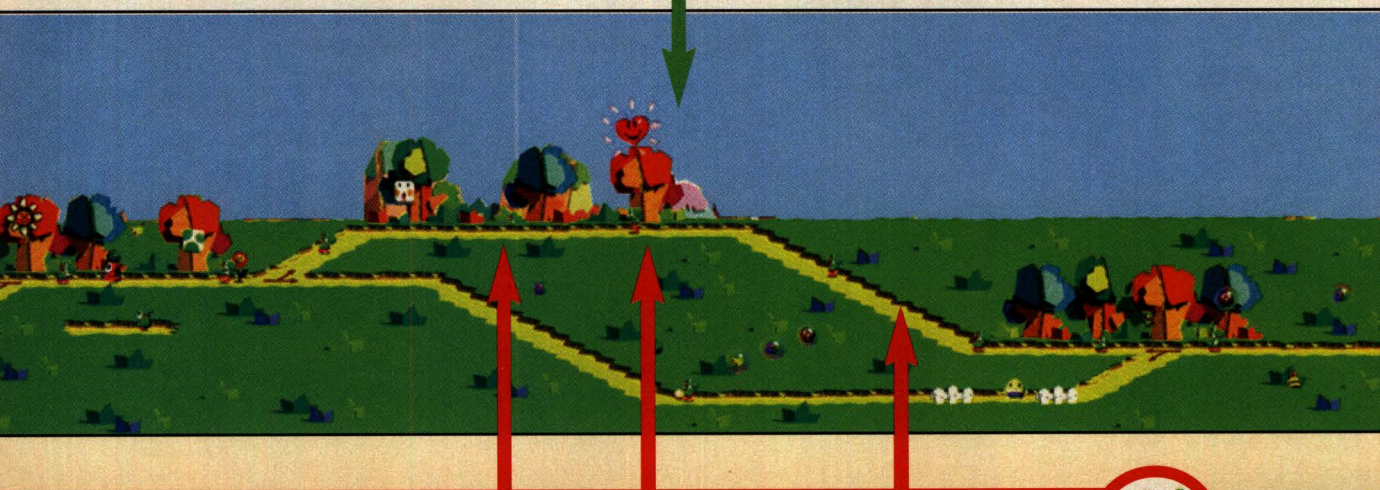
Mystery Block - Five Coins For a Melon

Once you have activated the switch that Poochy has discovered here. Jump onto the platform and bash the mystery block and it will empty five golden coins onto the floor.

Act quickly and collect these coins before they disappear, if you manage to collect all five you will be rewarded with a Melon.



Catch these fast moving coins and you will be rewarded with a melon.



FINISH



Mystery Ball - Shy Guy Inside

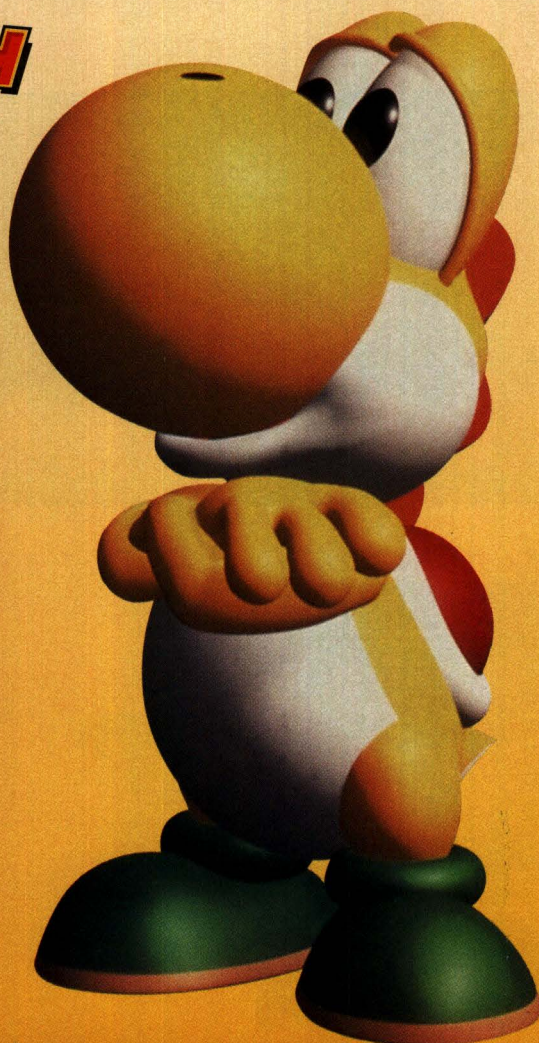
Not all of these mystery balls contain melons or other fruit. There are a few that will appear on this level that contain Shy Guys waiting to pounce on any unsuspecting Yoshi's. Keep your distance when bursting these balls just in case the Shy Guys are planning an aerial assault.



Melon count

The remaining 11 melons can be found in this part of the map. Poochy will assist you in uncovering all the hidden fruit, and will also point out some handy platforms.

Look out for heart fruit also as they make you super happy when you eat them. Hidden coin formations will show themselves only when Yoshi is super happy.





SURPRISE

LEVEL 1.2 PART 1 Surprise!!

This level is a little more advanced than Treasure Hunt. Be sure to search the ground well as special switches will open new paths for you to follow. Tread carefully around the trees as they may contain spiders or other nasty enemies.

START

Treeful of Shy Guys

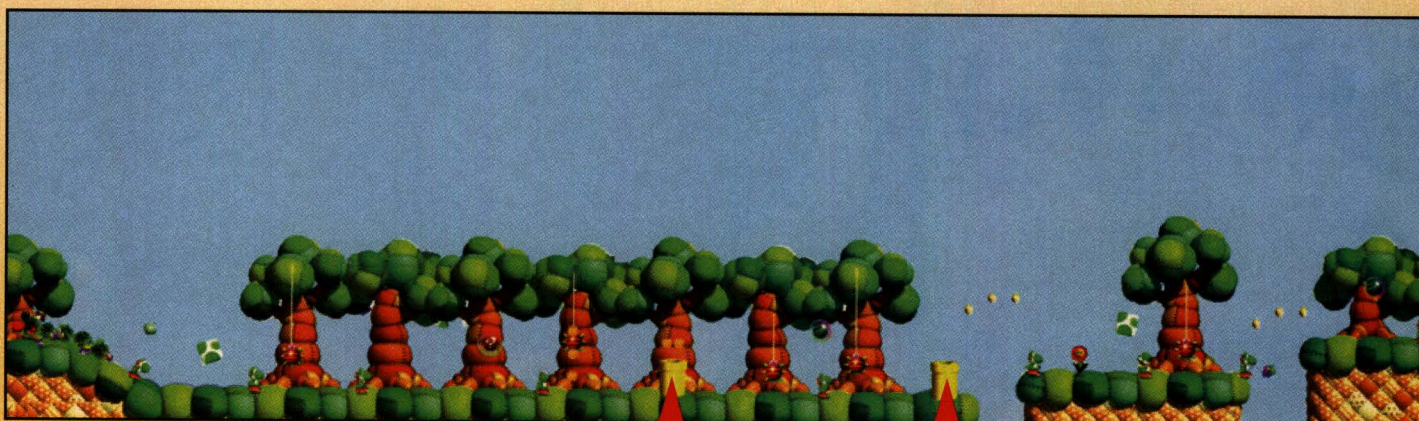
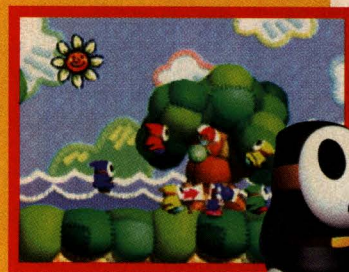
Pound the ground between the signs under this tree to discover a hidden melon. When this



happens a swarm of Shy Guys will be knocked off their perches inside this tiny tree.

Be ready with some Eggs to give these foes a good yolkling as they fall to the ground.

When you pound the ground to uncover the hidden Melon several Shy Guys will fall out of this tiny tree. Be ready to splat them all!



Yellow Pipe - Special Heart

Yoshi can smell a secret on top of this yellow pipe. Pound the ground and a special heart will appear along with a few Shy Guys. Have an Egg at the ready to take out these multi-coloured enemies.



Fuzzy Wiggler

This large caterpillar style enemy cannot be eaten or shot. To kill this deadly enemy bounce on each section of his body in turn. It is best to start with his head as





Players
One



Cartridge
128M



Memory
No

Publisher:
Developer:

Nintendo
In-house

Game type:
Origin:

Platform
Japan

Released:
Price:

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£64.99

Switch for Cloud Walk

When you shoot this mystery ball it will transform into a switch. Stomp on this switch to reveal a set of cloud steps ascending into the sky. Act quickly and jump your way to some elevated coins and a special Heart too.



Stomp this switch then quickly climb the clouds.

Mini-Game

To enter the mini-game blast the rocks that block your path to the mystery ball and then burst the bubble to reveal a Warp Vase. Once inside the bonus game take a walk along the course to dispose of any enemies waiting to disrupt your melon carrying task. Once the coast

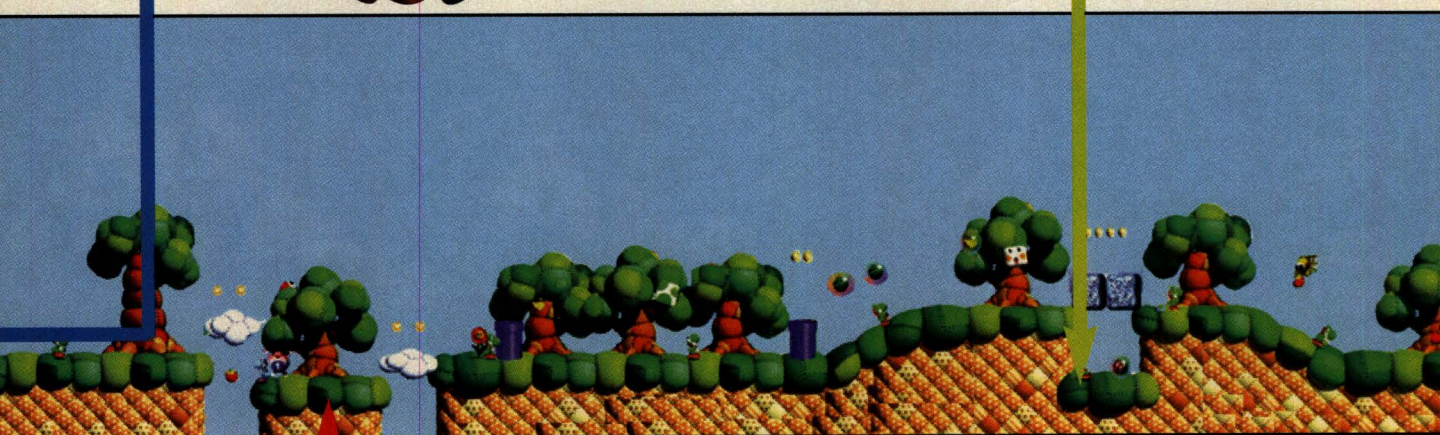
is clear pound the ground by the small melon pipe and then wait to catch your load. Once your Yoshi is fully loaded take a couple of steps back to lean your load forwards and then begin to run forwards.

Try not to move too fast as you load is very carefully balanced and try to keep some forward momentum going.

If you reach the finish line with a full load you will receive seven Melons. There will be another Heart fruit waiting for you here along with another coin letter formation.



Seven melons can be won by completing the balance test.



FINISH



Yoshi's love melons. Always try to collect as many of these special fruits and your Yoshi's -should remain happy.

this explodes when the Fuzzy Wiggler is destroyed. When you have won this battle you will be rewarded with a melon.



Melon count

There are 18 melons to be found on this map, including the prize melons for the mini-game. Unfortunately Poochy is not available here so you will need to smell out the hidden melons for yourself. Do not worry because we have marked all the points where you should search for hidden fruit.





Yoshi's Story

16

SURPRISE

PART TWO

Level 1.2 -

Surprise!! - Part 2

Yoshi will need to find some helpful balloons in order to collect all the melons and special hearts on this level. You will also encounter some very unusual birds which will follow you around like your egg trail. When you throw these little birds they will return to you giving you an endless supply of missiles.

START

Balloons get higher

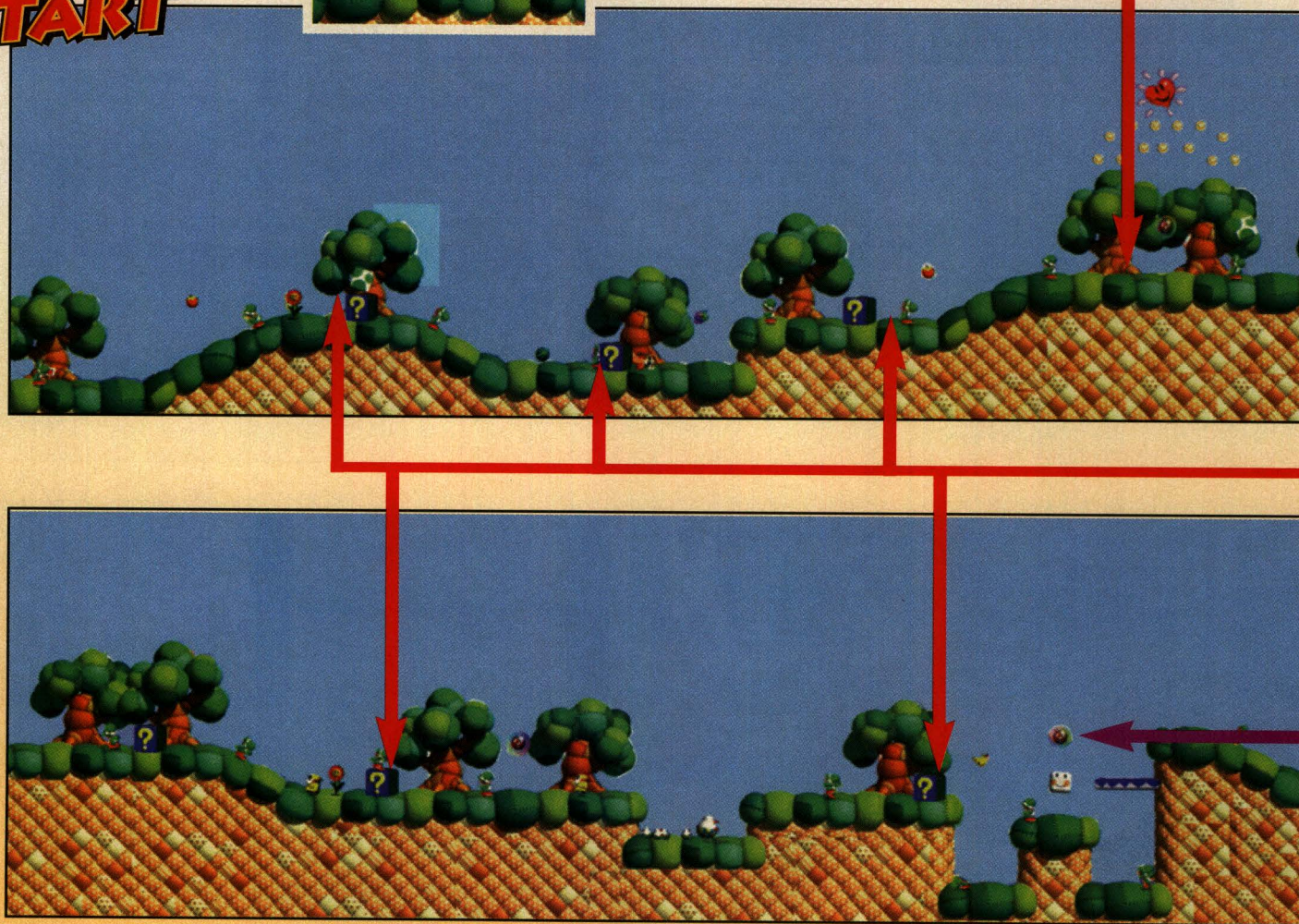
In order to reach this special heart which hangs high above the trees, first shoot the mystery



ball. Then jump onto the log and press up to inflate the balloon to its maximum size.

You are now able to control the direction in which the balloon moves so you will be able to collect all the coins which are in this area.

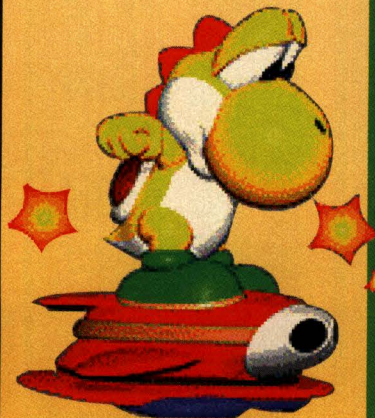
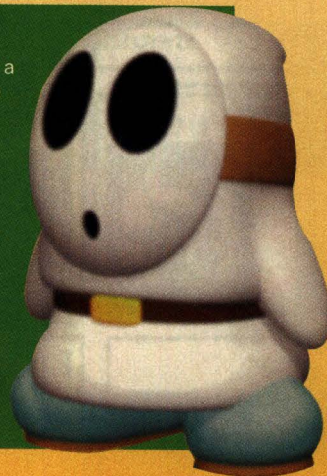
These special balloons will help you to reach high up coins and hearts.



White Shy Guy

You will only find the white Shy Guy on a level if you have already lost a Yoshi. When this guy appears lap him up quickly and he will follow you to the all the way to the end of the level.

Once at the Yoshi select screen you will be able to send the white Shy Guy into Bowsers castle to retrieve your fallen comrade.





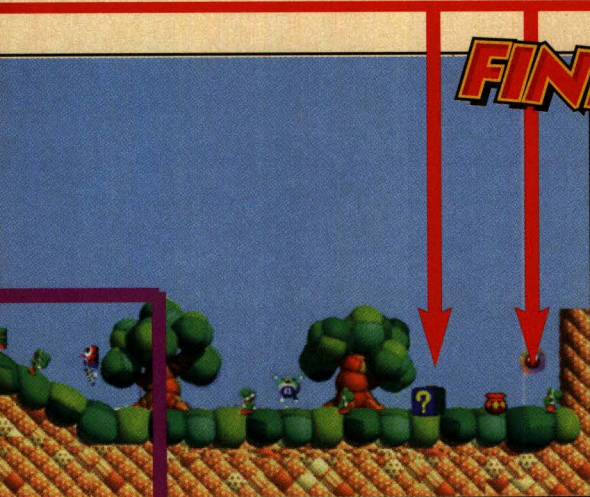
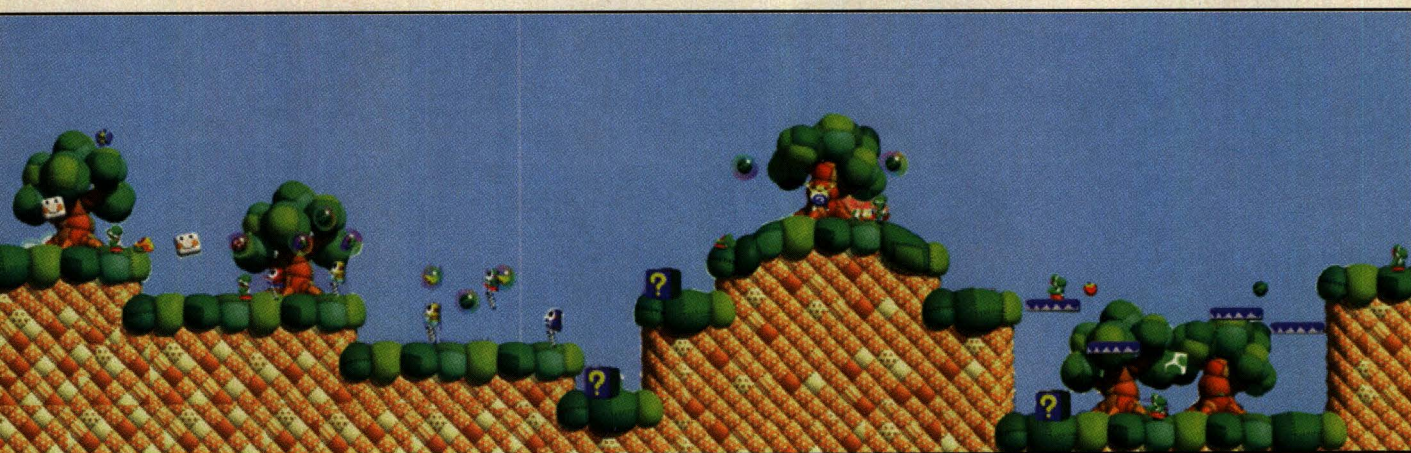
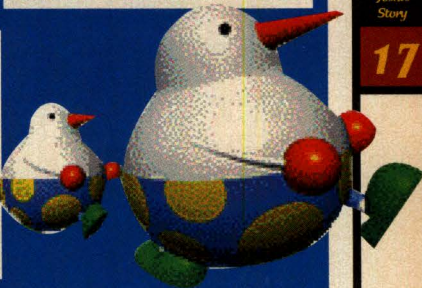
Airbag

If you shoot these mystery crates you will inflate Air Bag, an enemy capable of creating a gale with which he will try to blow you away. To defeat this puffed up foe shoot Eggs at his weak spot marked with an X. It will only need two good shots to win this little battle and then you will be rewarded with a Melon.



Boomerang Eggs

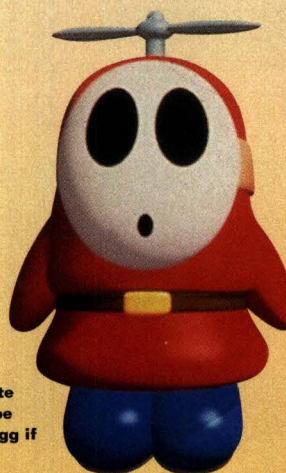
This friendly bird is followed by her chicks in this little section. Walk over the chicks and they will begin to follow you like your egg trail. You are able to use these chicks like Eggs only they will always fly back to you after they've made impact.



FINISH

Shy Guys

are Yoshi's favourite enemies. You will be awarded with an Egg if you eat them!



Five Coins for a Melon

Shooting this mystery ball will cause it to drop its cargo of coins. Collect all five of the coins and you will be rewarded with a Melon. These coins will spread out and move fairly quickly.

To catch all five of the coins stand on the lift and shoot the Mystery Ball, as the coins begin to fall jump to the left, collecting the golden bounty along the way.

Quickly grab the five coins that will fly from this mystery ball.



Melon count

The remaining 12 melons are found in this section of the map. You will need to use balloons to reach a couple of high up melons which are being carried by some Shy Guys. Make sure you line yourself up correctly when trying to catch the five coins. If you miss one of these coins you will not be able to reach your target of 30 melons.





Yoshi's Story

18

RAIL LIFT

LEVEL 1.3

PART 1

Rail Lift

This level reaches new heights with several long climbs using surprise balls and also cloud rides across large spaces. Care must be taken not to fall into any pits, as certain death awaits. If you get into trouble whilst climbing or cloud riding, remember that the flutter jump could save you. Keep fluttering and you might just make it to another platform or a safe area on solid ground.

Stilt Shy Guys

These enemies have gained a height advantage over the Yoshi's for this level. Before you will be able to defeat these Shy Guys

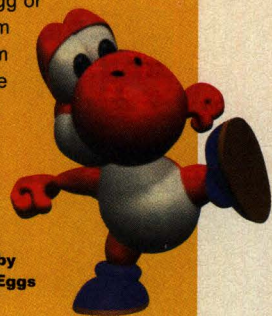


you must knock them off of their stilts. There are two ways that this can be accomplished, either by stomping on their heads or by shooting an Egg at the back of

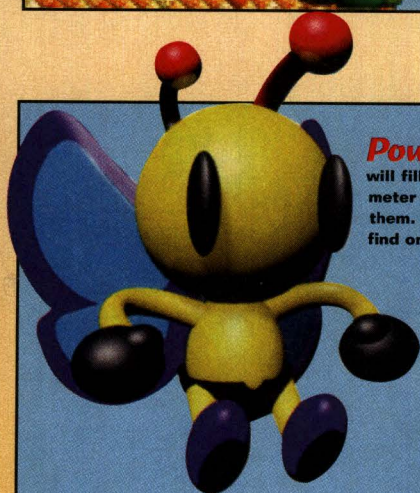
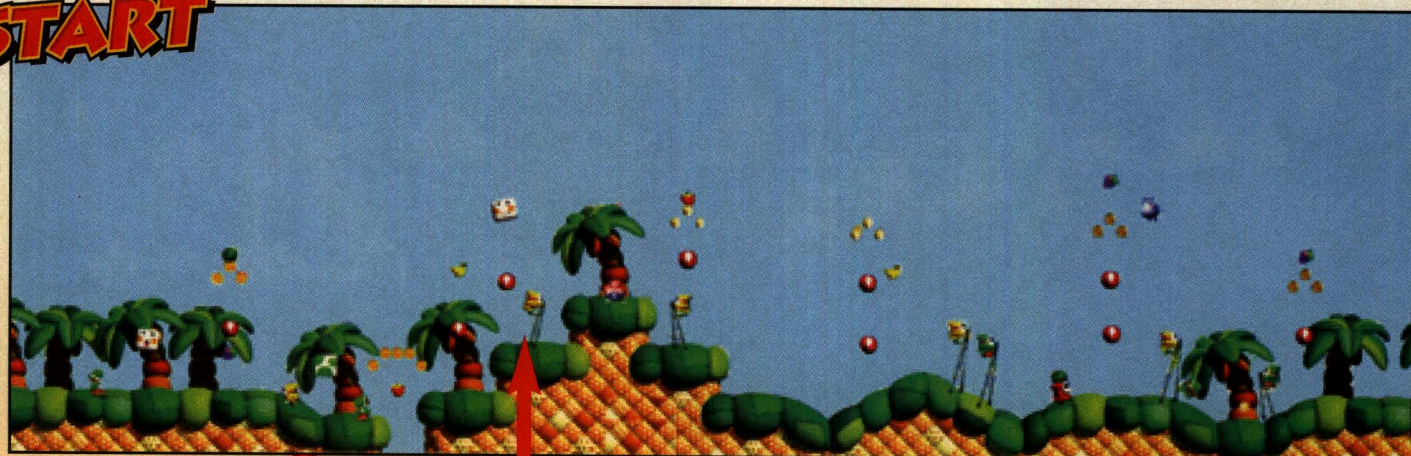


their heads. Once the Shy Guys are on level ground you will be able to eat, egg or stomp on them to defeat them and collect the points for killing them.

Knock these guys off of their stilts by jumping on their heads or by throwing your Eggs at them.



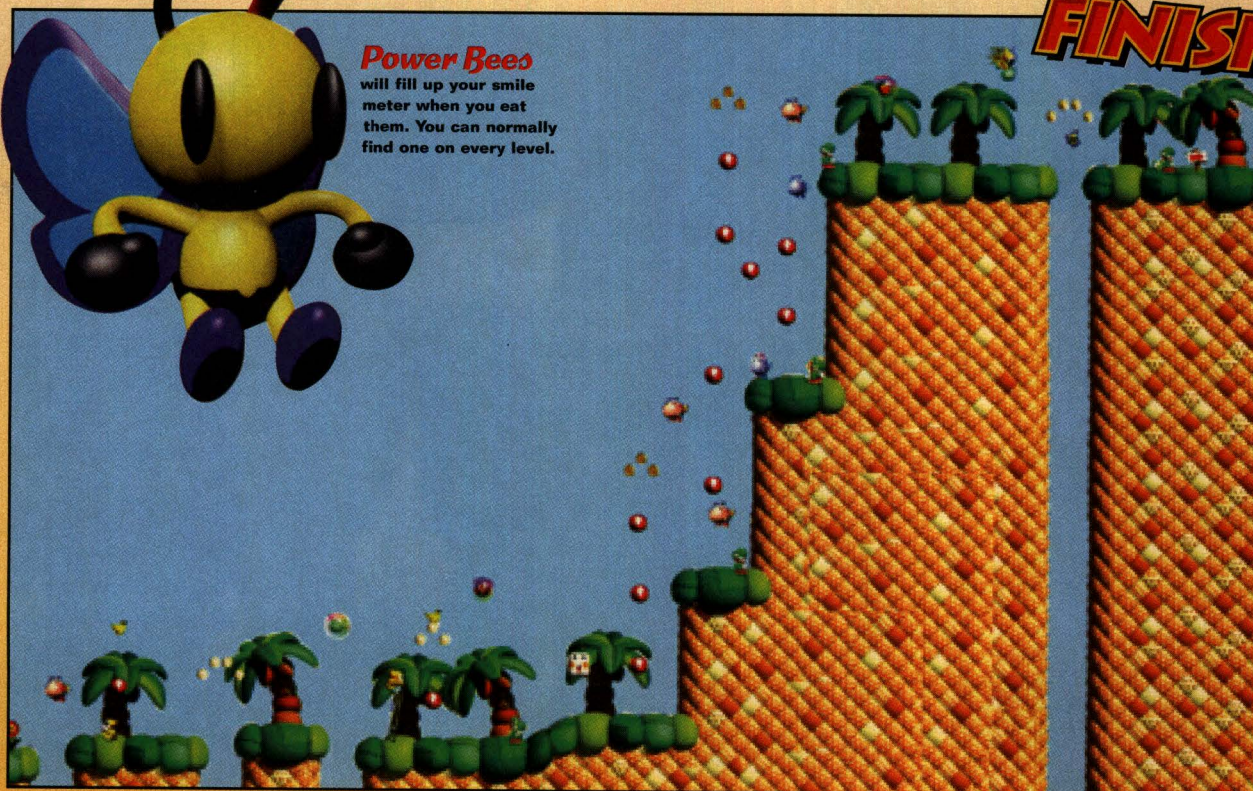
START



Power Bees

will fill up your smile meter when you eat them. You can normally find one on every level.

FINISH





Players
One



Cartridge
128M



Memory
No

Publisher:
Developer:

Nintendo
In-house

Game type:
Origin:

Platform
Japan

Released:
Price:

Out now!
£64.99



Quick climb for a special Heart

You will need to be quick if you want to collect this special Heart. Stand on the surprise ball and shoot the mystery ball above you to the right. As the switch falls,



quickly drop off your perch and stomp the switch to activate some more surprise balls. Now collect the four coins and then use your tongue to climb the tower of balls. At the top, jump on to the right hand cloud first in order to activate another

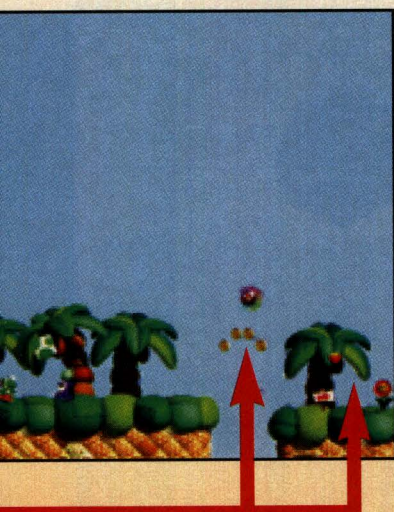
switch, this will give you a slight extension of time.

Now you can collect the special heart and then follow the cloud trail to the right to collect a Power Bee and avoid another long ball climb.

Up, up, up!

Yoshi must make a large climb using surprise balls to reach the next platform. Along the climb you will encounter Tehee Flies who will make this easy climb a lot more difficult. These little enemies change colour either pink or blue. The blue Tehee Flies taste vile and should be stomped or shot, but the pink Tehee Flies taste sweet and will add petals to your smile meter.

Use these surprise balls to climb to the top of the cliff.



Melon count

Most of the melons for this level are on the next map. There are however five melons to be found in this area.



Watch out for the Shy Guys on stilts, they're everywhere, and

be careful not to lose a life whilst making your way to the first melon.



Carry plenty of eggs with you whilst wandering this level. Switches for clouds can only be activated by shooting.

RAIL LIFT PART TWO



Melon count

This melon here should be your sixth. Wait to eat your Heart fruit and collect extra coins in this area.



Cloud Switches

These floating cloud platforms float along the dotted yellow lines. Sometimes there are switches

on these tracks which will allow the cloud to follow a new path. To activate the switches you must shoot the lever with an Egg.



Bumper Balls

Yoshi will encounter these bumper balls all over this level. These big balls will knock Yoshi off of cloud platforms or simply get in your way. To avoid being knocked off your platform perform a flutter jump to avoid making contact with these nightmare balls.





RAIL LIFT PART THREE

START



Mini Game

Pound the ground by the flowerpot to start this balancing mini-game. There are seven melons to be won if you can reach the finish line with all of the melon boxes balanced. Try to

keep the melons tilted in the same direction as you are moving and take your time reaching your goal. To make this game easier walk through the course first to destroy any enemies that may be standing in your way. You will find it extremely

difficult to shoot or jump over enemies whilst carrying this stack of crates.

Balance these crates and carry them to the end and you will be rewarded with seven juicy Melons. A hidden coin formation is hidden here!



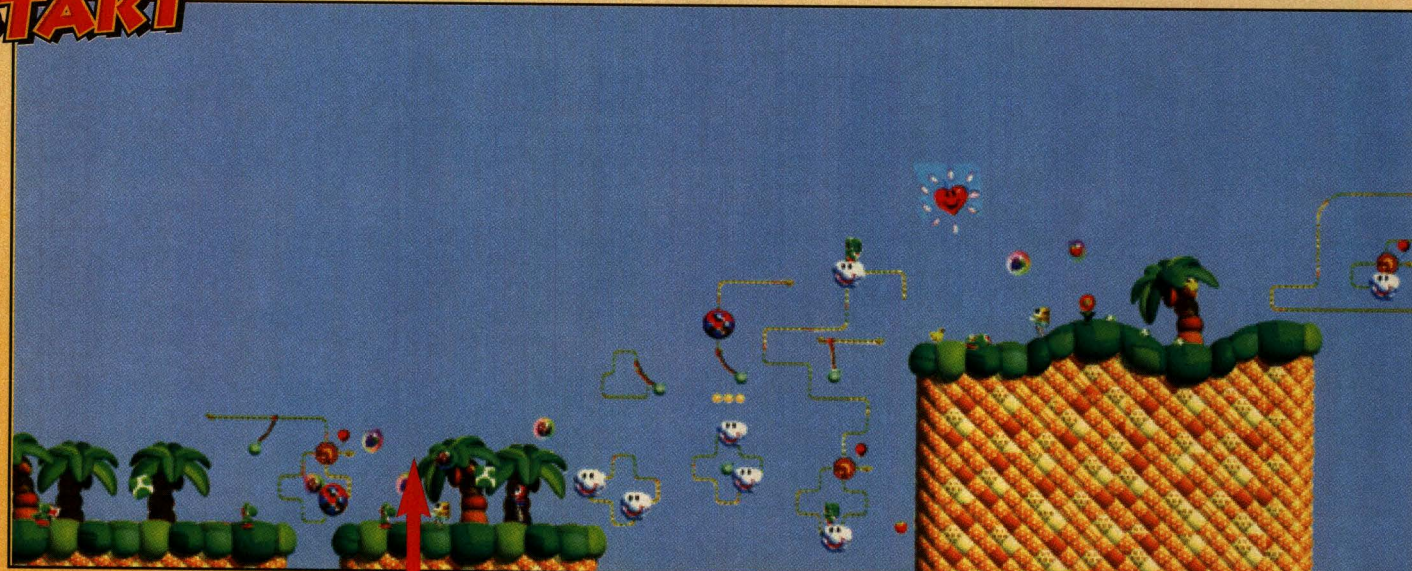
Letter Coins

Sometimes when you eat a Heart fruit at the right time extra coins will appear. Some of these coin formations are in the shape of letters which make up a message once all of them have been collected. This letter formation can be found and collected if you can successfully balance the blocks in this level's Mini-game.



RAIL LIFT PART FOUR

START





Players
One



Cartridge
128M



Memory
No

Publisher:
Developer:

Nintendo
In-house

Game type:
Origin:

Platform
Japan

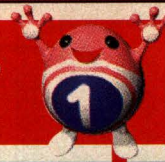
Released:
Price:

Out now!
£64.99



The white Shy Guy is hiding inside this mystery ball. He will retrieve a lost comrade.

Jump on Miss Warps head to wake her from her slumber.



FINISH



Long run for two Melons

This mystery ball hides a mystery switch. When you activate this switch two melons will appear on the red pipe near the end of the level. In order to collect this fruity reward you will need to dash to the right and over the cloud platform that the switch just activated. Now ride the platform cloud up to the higher level and shoot the delay switch to extend your time. Keep shooting the delay switches to give you just enough time to reach your reward.

Once you have collected these two difficult melons you should retrace your steps to pick up any melons that you left behind.



Tricky Special Heart

Shooting the mystery ball that contains this special heart can be extremely difficult as the bumper ball will deflect your eggs. To make your task easier shoot the switch to make the bumper ball change tracks. Once the path is clear you can shoot the mystery ball and collect your reward without being bumped off course.



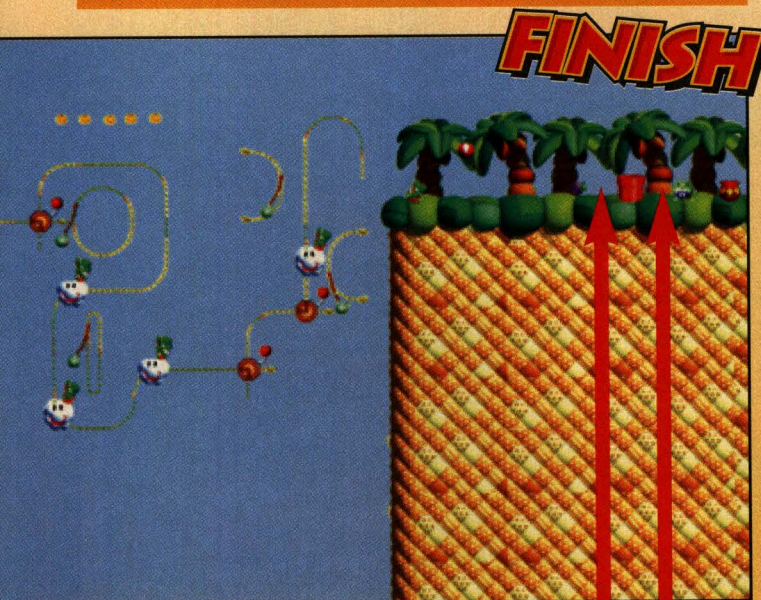
Streets of Gold

There are eight hidden coins buried beneath the ground in the mini game area and in the final part of this level. Sniff out these coins and gain a few extra points.



Melon count

There are 20 melons to find on this map. The hardest to get will be whilst activating switches, take care not to stop for anything when trying to get these fruits.



FINISH



Yoshi's
Story

22

TOWER CLIMB

Melon count

There are ten melons for you to find on the first map in this section.

Use the flying saucers to take you up one side of the tall tower and look out for the Teehee flies you will find along the way. These special enemies are very tasty to Yoshi when they are pink but taste vile when they are blue.



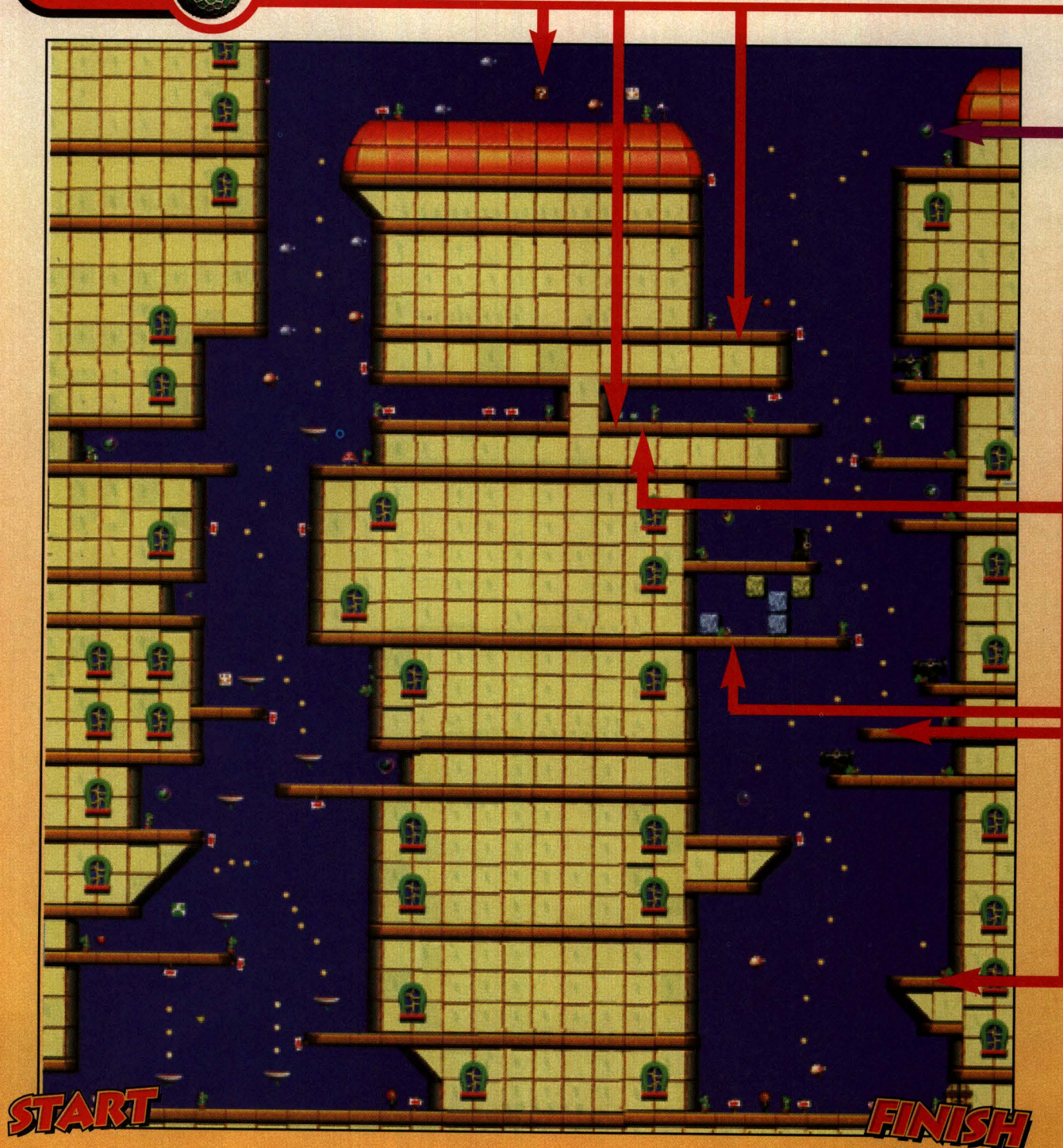
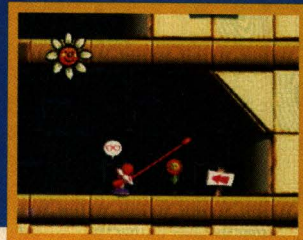
LEVEL 1.4 PART 1

Tower Climb

To get to the top of the tower use the flying saucers and powerful thermals created by clouds. There are plenty of secrets for you to discover and lots of golden coins collect. Once you've reached the top of the tower all that remains is for you to get back down to earth without hospitalising your Yoshi.

Flower Power

In the bottom right hand corner of the screen Yoshi can find a very special plant. If he eats the petals he can fill up his smile meter before beginning his long climb.



START

FINISH



Players
One



Cartridge
128M



Memory
No

Publisher:
Developer:

Nintendo
In-house

Game type:
Origin:

Platform
Japan

Released:
Price:

Out now!
£64.99

Umbrella Ride

Once you have reached the summit you will need to get back down the other side. There are two ways that this can be done.

There is an umbrella at the top of the tower and Yoshi is able to use this to float gently down to the bottom. To operate the umbrella simply press and hold the A button and then steer left or right to control which direction you are falling.

The other option is to jump over the umbrella to avoid collecting it and then using your flutter jump to carefully descend to the bottom. This may seem a little difficult at first but this option will be much easier to control.



Floating down the side of the tall tower is made easier with this umbrella. Just jump and float!



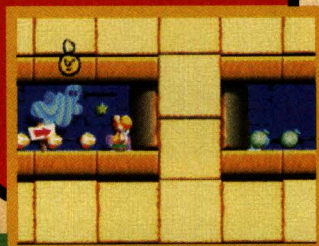
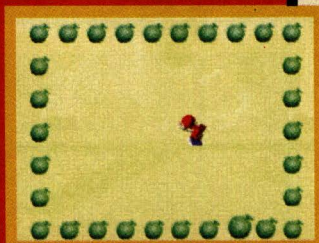
Huge Jump for a Melon

If you are attempting to collect all 30 melons on this level you will need to jump over the umbrella and perform a long flutter jump to reach the roof of the building opposite. There is a melon here inside a bubble so remember to have a few missiles trailing behind you. If you accidentally collect the umbrella you will be unable to reach this melon and will have to return to the top of this building to try again.



Melon count

There are six melons up for grabs in this section of the Tall Tower. Poochy is also here to help you to find one of the hidden fruits, and there is also a mini game inside the bonus jar.



Two secret Melons

Just above Miss Warp 1 is a small entrance on the right that leads to a dead end. Follow the signs to the end of the passage and two secret Melons will appear on the other side of the wall. Now exit this tunnel and you will be able to pick up these two fruits as you descend on the other side of the tower.



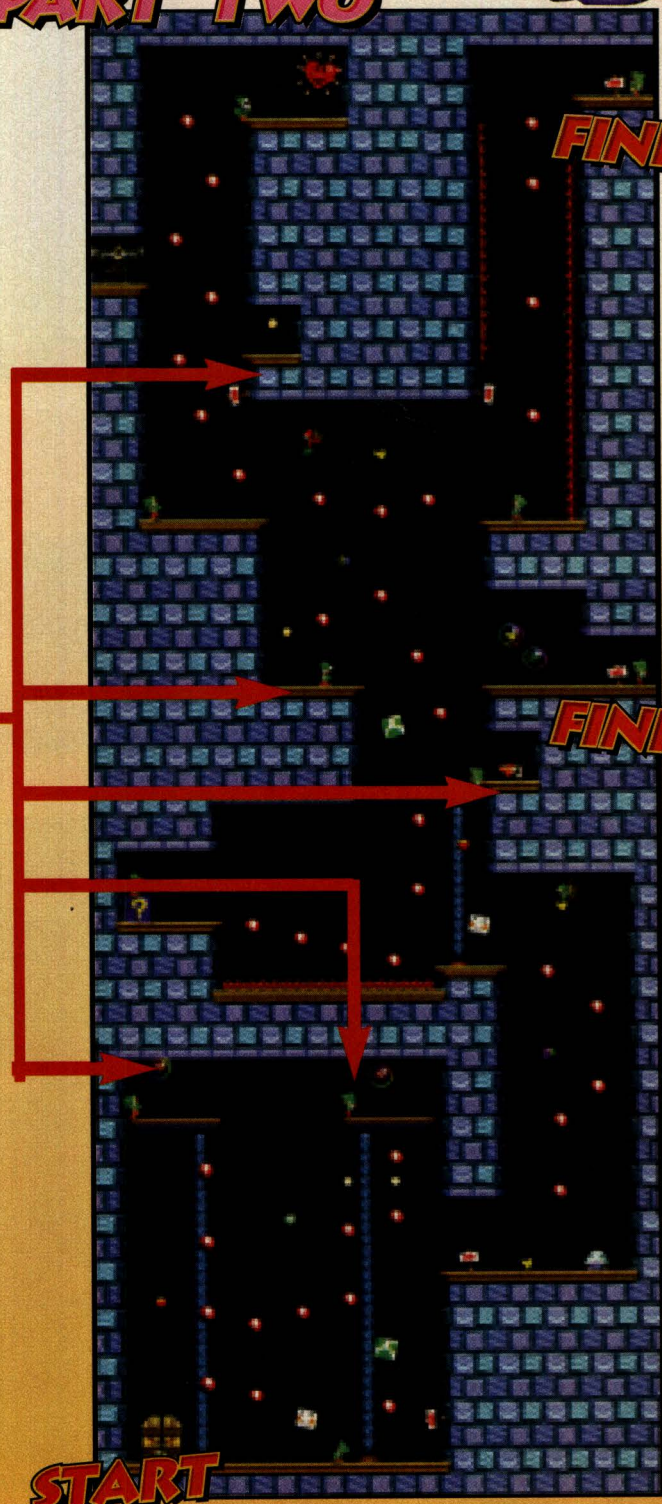
Flying Saucers

Yoshi can use these flying saucers to climb up the tower without getting finger ache from trying to flutter jump up. Leap onto these strange discs and they will propel Yoshi upwards at a fairly moderate speed. The saucers need to be balanced or they will veer to one side so

you will need to use the control stick to keep the saucer travelling in the correct direction. Once a flying saucer makes contact with a wall it will disappear and return to its starting position.



PART TWO





TOWER CLIMB BONUS

START



FINISH



Tulip Power

When you eat the petals from this amazing tulip Yoshi will transform into a large egg. To launch yourself upwards hold the control stick down for a couple of seconds and then release the button. If you wish to stop your flight simply press the B button and Yoshi will return to his normal self.

You will need to use these tulips to launch yourself up to

the very top of the screen where a special Heart and a few Melons are waiting.



Mini Game

To get to this mini game you will need to carefully manoeuvre across the surprise balls and avoid dropping onto the spikes below. Once inside the jar you will need to perform a long flutter jump to collect your fruity reward.

You must start your jump from before the start line and will be rewarded a melon for each melon marker you manage to jump past. Try practising your jumps first

before you begin to crack open the mystery block, to reveal the start line.



PART THREE

START



FINISH



Players
One



Cartridge
128M



Memory
No

Publisher:
Developer:

Nintendo
In-house

Game type:
Origin:

Platform
Japan

Released:
Price:

Out now!
£64.99

Cloud Melons

The unmarked clouds in this final section hide a secret bounty. Jump on to these clouds and use your sniff technique to locate the position of a hidden Melon. There are three of these clouds that you will encounter along this climb so be sure that you collect them all.



Flutter climb

The clouds marked with red arrows create great gusts of wind which will propel Yoshi upwards. Once the force of the wind dies down Yoshi will need to flutter upwards to reach the next marked cloud. There are plenty of coins for you to collect and be sure you do not miss the special Heart. The final Melon awaits at the very top of this gigantic climb.

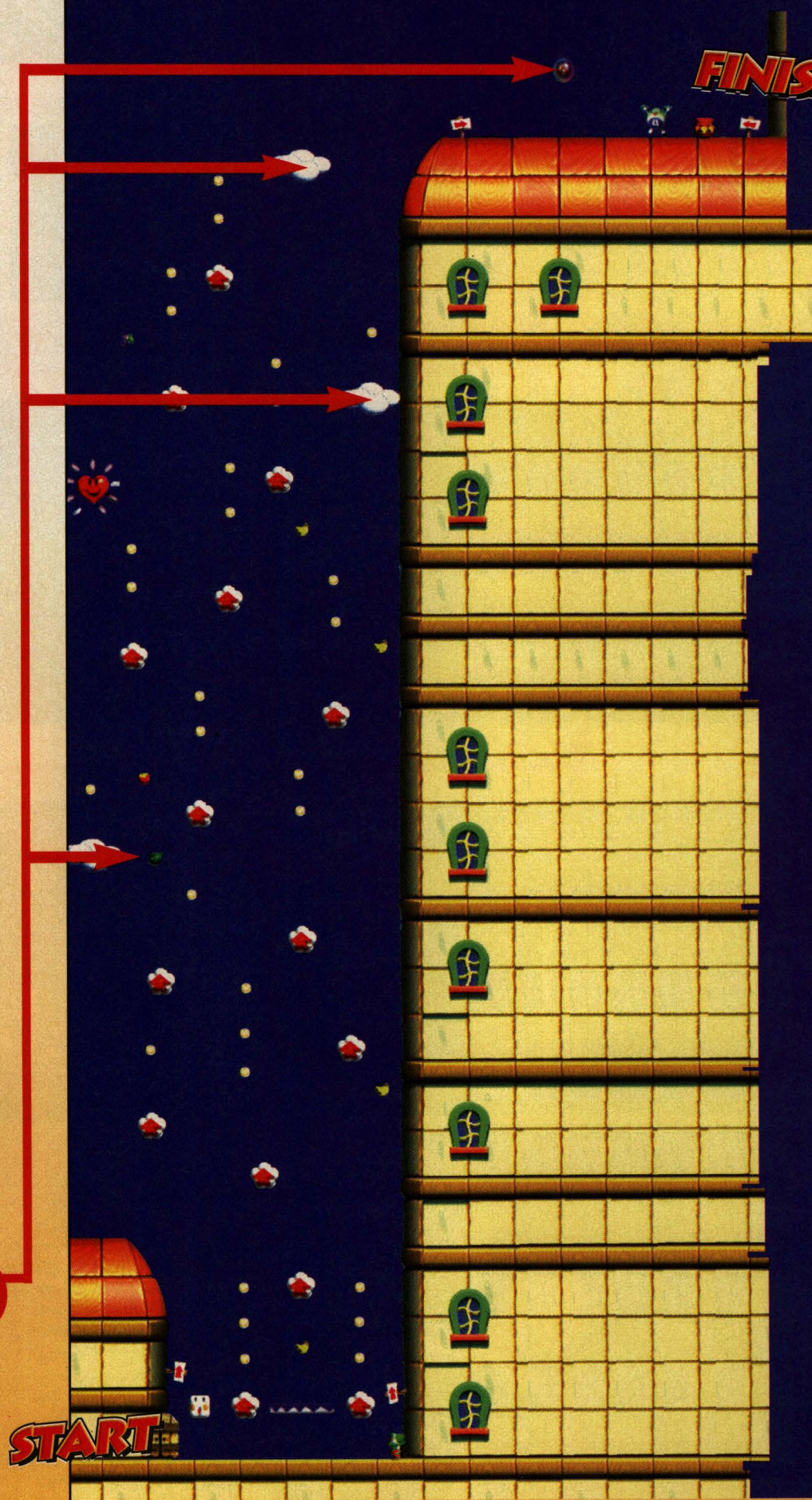


Melon count

Whilst you are attempting to climb this windy tower, do not forget to search all the clouds for hidden fruit. The last four Melons of the level can be found here, along with the third special Heart.



TOWER CLIMB PART FOUR



25



Yoshi's Story

26

LEVEL 2.1

PART 1

Bone Dragon Pit

Deep into the depths of the earth the Yoshis are still on the trail of the Super Happy Tree. Tread carefully in this underground lair as there are some nasty Bone Dragons waiting to frazzle your Yoshi. There are plenty of Coins and you may even be able to find a lost friend.

START

Illuminated Rocks

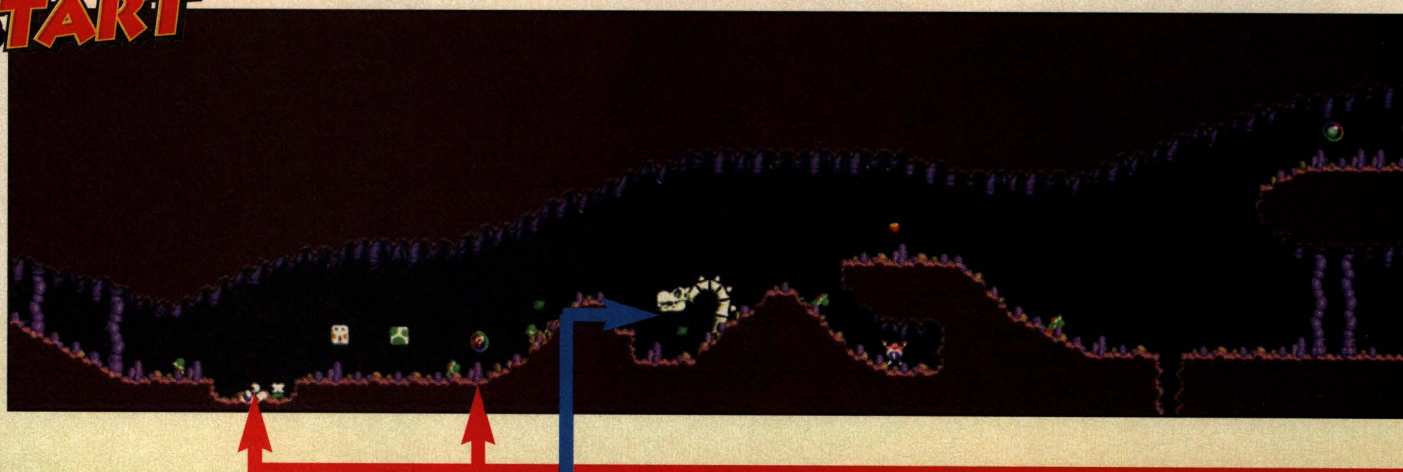
Where the stones are illuminated Yoshi can uncover a few secrets. Use your sniff technique to find a Melon as well as a handful of Coins in this area.

There are also other places within the level where the rocks are similarly alight.

By having a good nose around in these areas will be very rewarding for your yoshi.



Pound the ground in the lit up areas to find hidden fruit and Coins.



Watch out for the Dragon

Bone Dragons have only one weak spot which is their heads. You can defeat these monsters either by throwing Eggs at them or by performing a ground pound on top of their heads.

Each Dragon carries a bounty of Coins which he will give up once you have connected with his weak spot twice. Throwing Eggs is the easiest way to kill these monsters providing you have a plentiful supply.



Mega coin Run

This section ends with a final Coin flurry. By collecting only melons on this course will enable you to collect a Heart fruit just before the warp vase. Eating this special fruit at this point will trigger the special coin formation which will help you to increase your points score.

Quickly turn around and race back down the hill collecting these coins as you go.



Super Happy coins will appear when you eat a Heart fruit at the final part of this map.



Players
One



Cartridge
128M



Memory
No

Publisher:
Developer:

Nintendo
In-house

Game type:
Origin:

Platform:

Released:
Price:

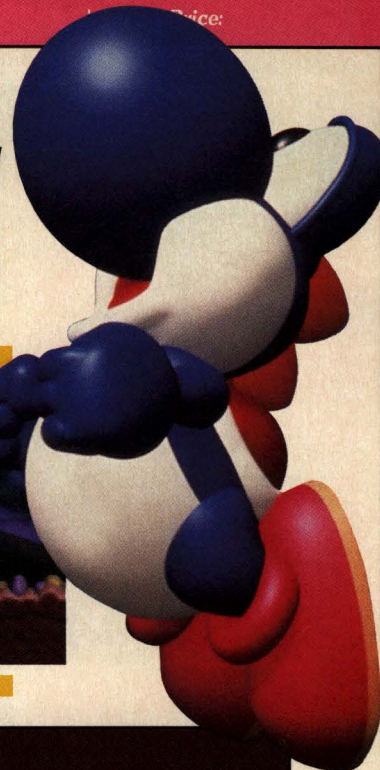
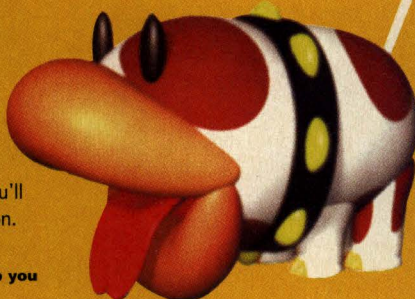
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£64.99

YOSHI'S STORY

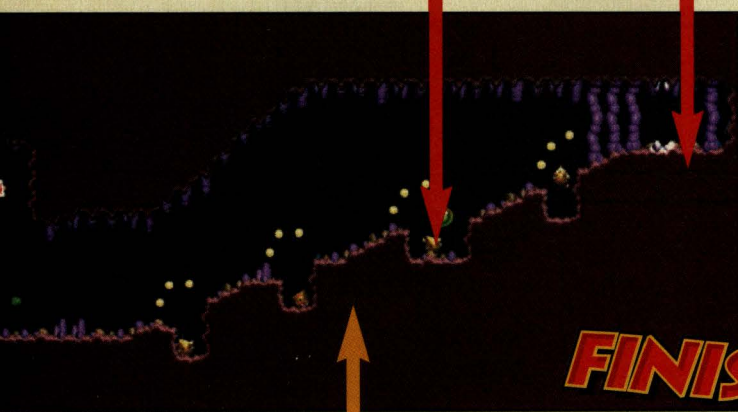
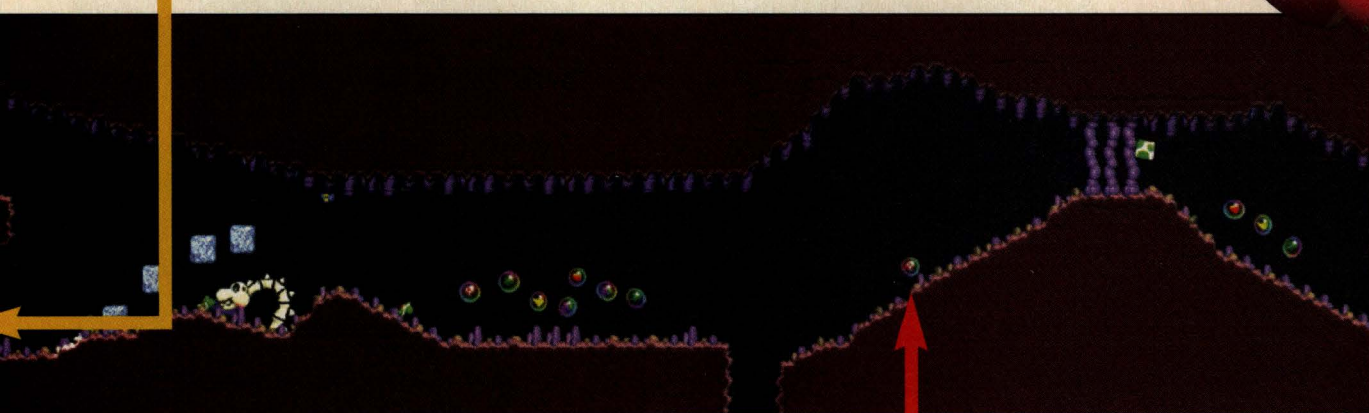
Poochy

Your faithful friend Poochy is here again. This time he'll help you to discover a well hidden special Heart and also a handy lift to enable you to reach the platform above. Climb the lifts and you'll find an egg block and a Melon.

Faithful Poochy will help you to discover any hidden items.



27



FINISH



Melon count

There are 12 Melons to be found on this map, including the three you will be rewarded with for defeating the three-headed bone dragon. To get into this special bonus jar you must throw an egg at the cloud rider and then pinch his cloud to travel up to the top of the screen.





BONUS

Cloud ride

Linked with Bonus Jar
When Lakitu appears he will begin to throw boulders at Yoshi from on top of his cloud. Take careful aim and blast this little guy off of his perch. Yoshi is now able to



jump onto this cloud and guide it towards a well hidden bonus jar at the top of the screen. Be sure to have plenty of health and a good supply of eggs before entering the jar, there is a three headed dragon waiting to do battle with you



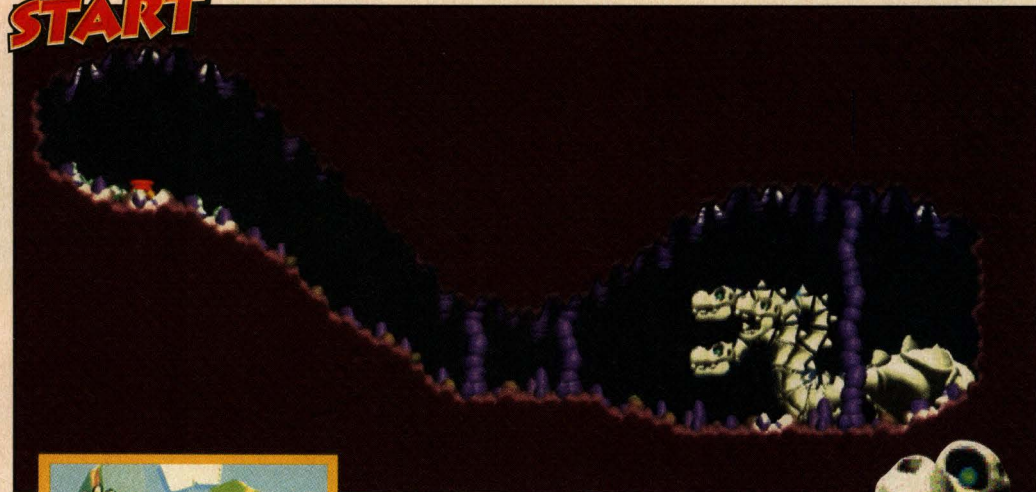
Ride this cloud up to a bonus jar at the top of the screen.



Bonus Jar

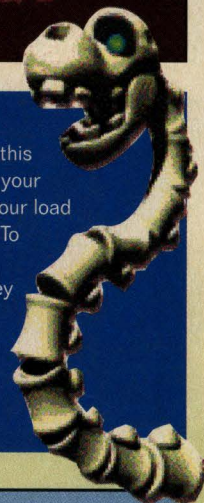
This bonus jar takes you to do battle with a three-headed Bone Dragon. Ensure that you have a full supply of eggs before you enter this arena, and you can make this little battle a lot easier for yourself. Once inside the Dragon's cave, take aim and unload a couple of eggs at the highest head. Now dodge out of the way of the oncoming fireballs and then return to take out the next head. Keep attacking the heads one at a time and you should be able to win this battle without taking a hit. Your reward for destroying this monster is three lovely juicy Melons.

START



Mini Game

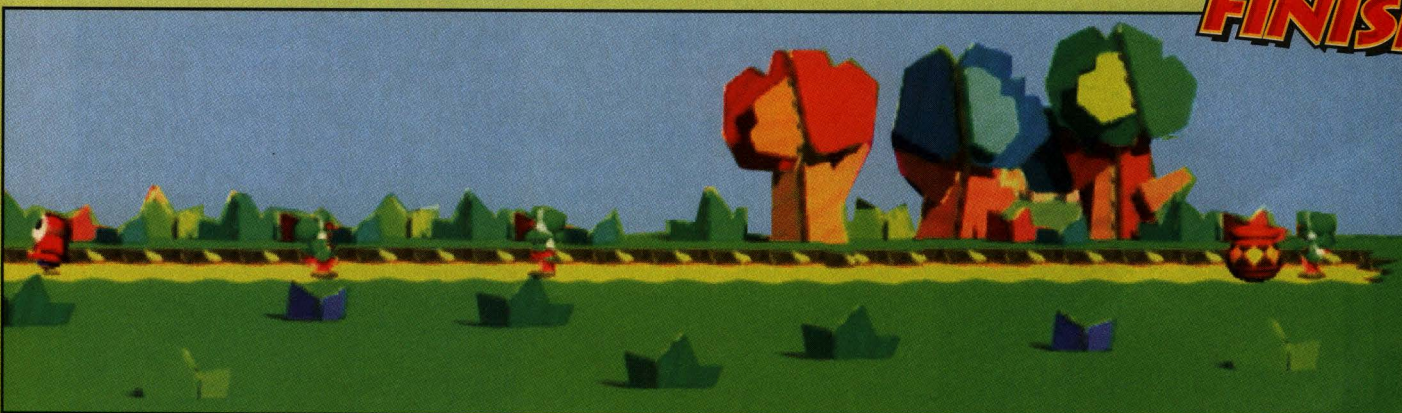
Another balancing mini game awaits on this level only this time you will need to jump up a step whilst laden with your load. As usual clear your path first before picking up your load and then tilt the stack in the direction you wish move. To make the jump try to ensure that the Melons are at a reasonable angle. If they are angled too much then they will hit the floor before you land from your little jump, and if they are not angled enough you will overtake them as you leap forwards. Completing this course with your bundle intact will reward you with seven Melons and a Coin letter formation.



START



FINISH



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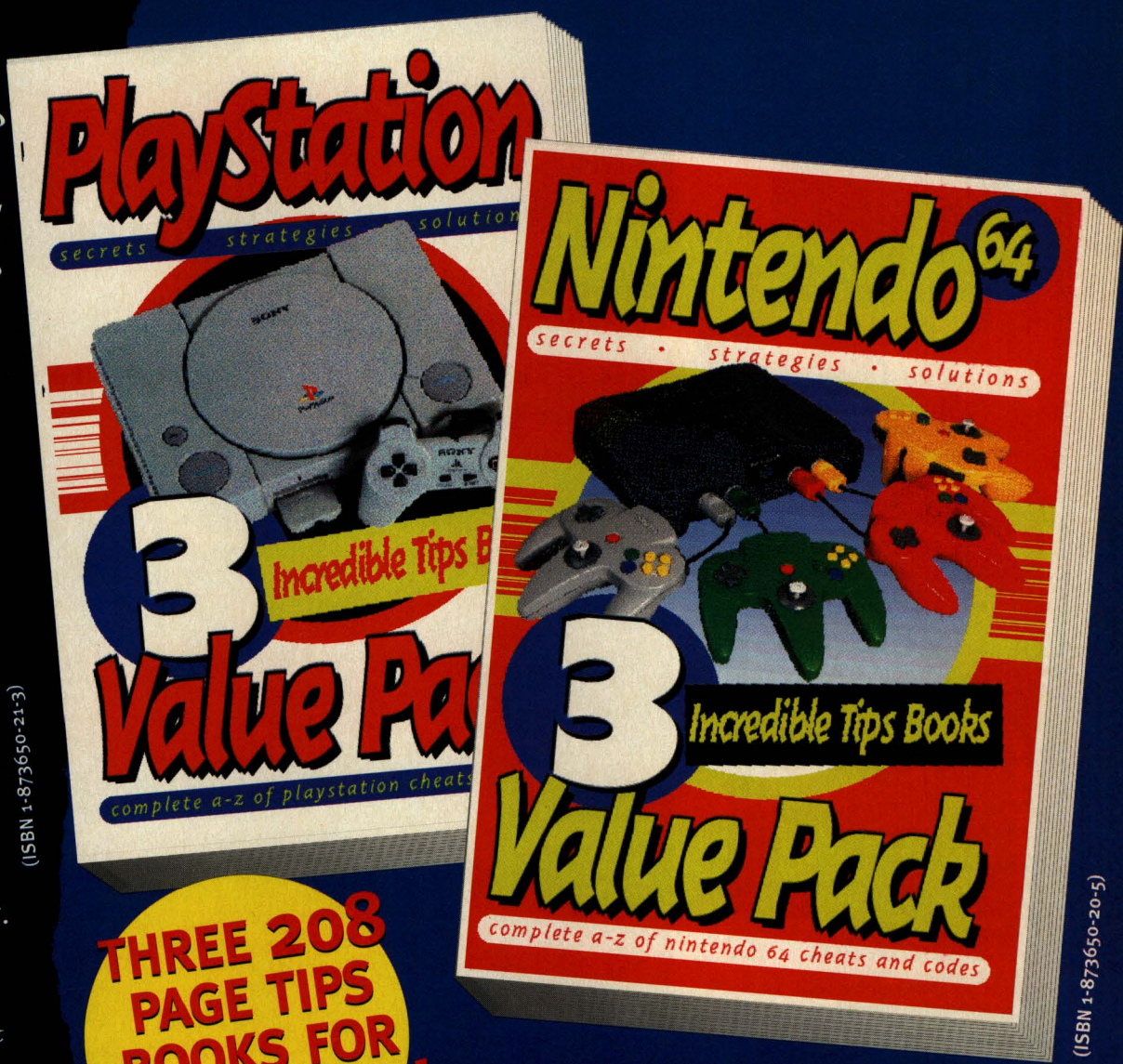
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BONE DRAGON PIT

PART TWO

START

Switched on Heart

Shoot this mystery Ball to reveal a switch. Now stomp this switch and quickly run for the special Heart which has appeared to your left. You will need to be fast as the time does not last for very long.



The White Shy Guy can be found hiding inside this rock. Shoot the rock then jump down quickly to catch him.



Hidden Melon

Fire an Egg into the centre of these four coins and you will discover the most secret of Melons. Once you have uncovered this special fruit you are then able to collect the Coins and continue.



Melon count

The remaining 18 Melons can be found in this second area of the Bone Dragon Pit. Look out for Poochy he is standing beside a special Melon. Shoot the Coins near your friend and you'll be rewarded with a Melon.





Players
One



Cartridge
128M



Memory
No

Publisher:
Developer:

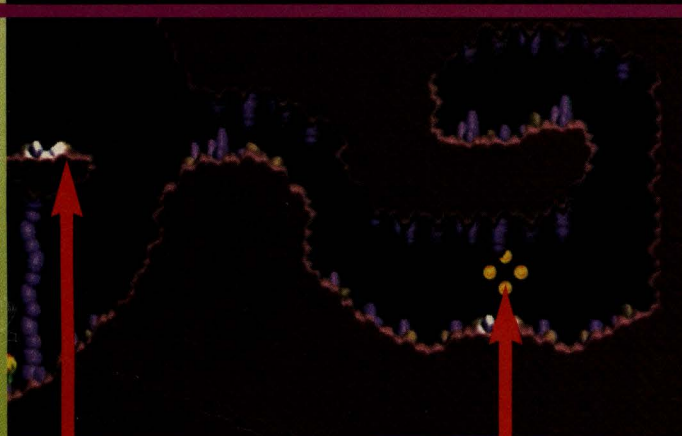
Nintendo
In-house

Game type:
Origin:

Platform
Japan

Released:
Price:

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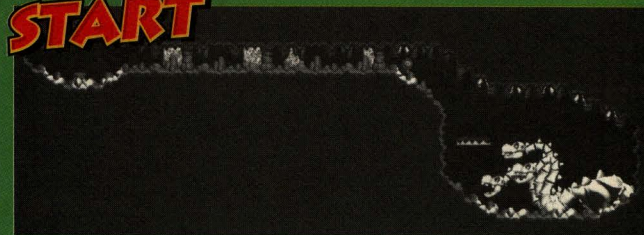


Bonus jar 2

To find the last remaining special Heart you will need to battle with another three-headed beast. Unfortunately this time you can't use the egg technique to defeat them, so you'll need to be quick on your toes. Make sure that you have a full supply of eggs before climbing into this Bonus jar, as you will have to blast your way through several rocks before you enter the Dragon's lair. Use the power flower to replenish your smile meter and then carefully move into the battle arena. Try to take the highest head first and you may be able to avoid the flaming balls that the other two heads will be firing at you. Once you have reduced these guys to the dust you will be able to collect the final special heart and exit this bonus area.



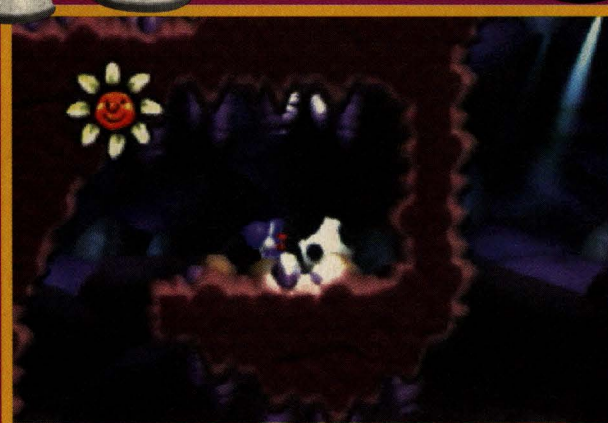
START



Black Yoshi

In this small chamber you will discover a very special mystery Ball. Shoot this ball and it'll transform into a large Black Yoshi Egg. Collect this egg and carry it to the end of the level, and a new edition to the family will be hatched.

Black Yoshi's are special creatures, they can eat chilli's without losing any health and every fruit is lucky to them.



Yoshi's
Story

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page
number

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BLARGG'S

LEVEL 2.2 PART 1

Blargg's Boiler

Well they've turned up the heat and Yoshi finds himself in Blargg's Boiler. Yoshi will need a good sense

of balance to navigate his way through this level of broken bones and bubbling lava pools.

Take your time moving through this cavern, Blargg stands on guard to catch panic stricken Yoshi's, if they try to race past him.

Flying Fruit

Care must be taken when trying to steal the Melons from the Shy Guys that are hovering overhead.

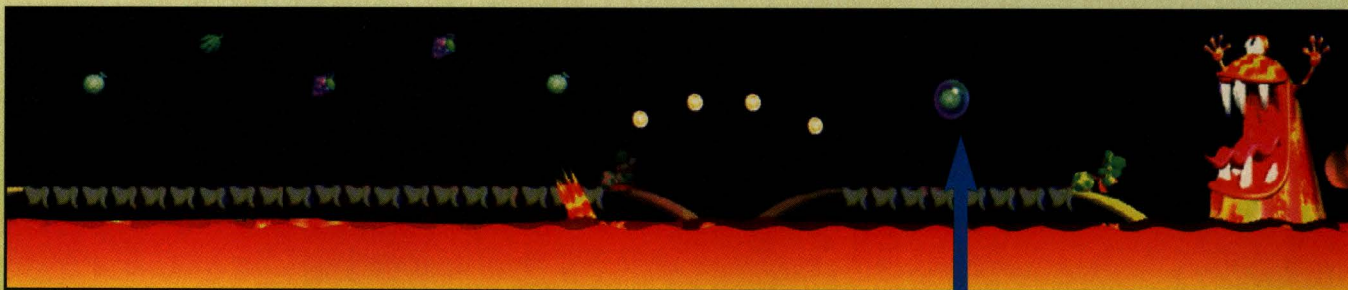
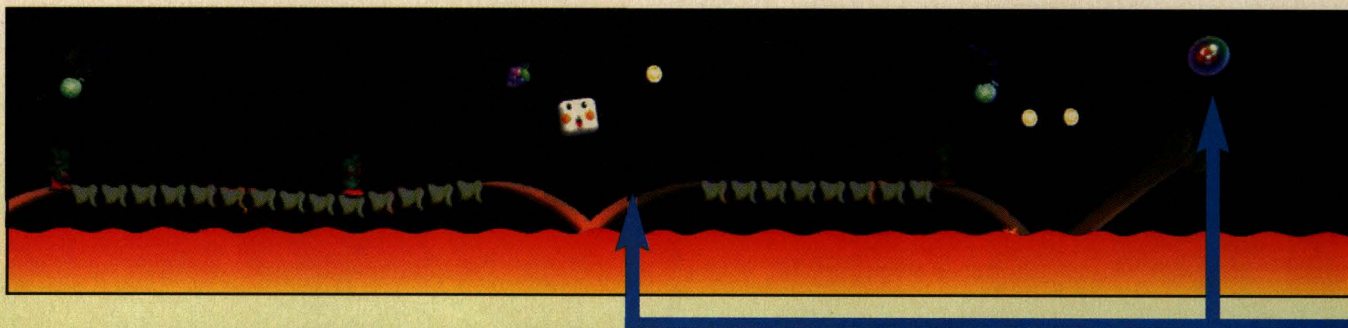
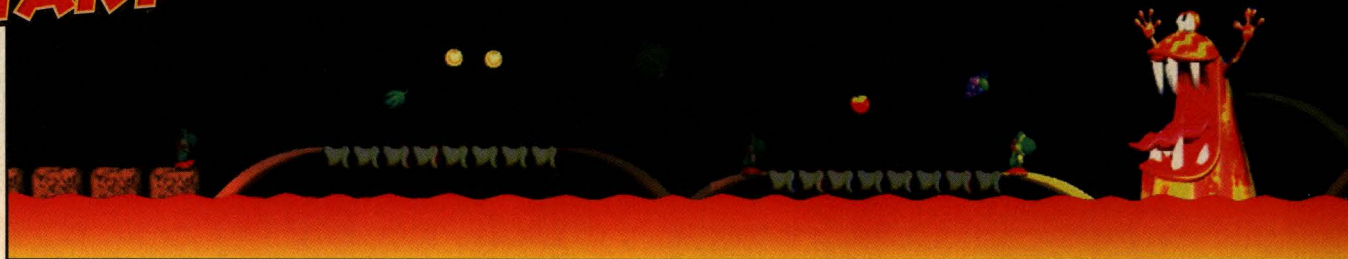
Take your time and wait until the fruit is directly above you

before lashing out your tongue to prise the fruit from their grasp.

If you miss the fruit and accidentally gobble up a Shy Guy the fruit will drop into the lava and be lost forever.



START

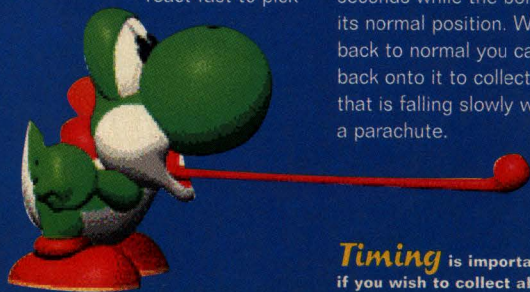


Tricky Melon

This special ball contains a Melon for Yoshi to collect. Unfortunately the bone platform will tilt when he stands on it, so you will need to react fast to pick

up the fruity beauty. Stand on the bone and shoot the mystery ball above, then quickly jump off of the bone and onto solid ground.

Now wait for a couple of seconds while the bone returns to its normal position. With the bone back to normal you can now jump back onto it to collect the Melon that is falling slowly with the aid of a parachute.



Timing is important on this level if you wish to collect all 30 Melons.





Players
One



Cartridge
128M



Memory
No

Publisher:
Developer:

Nintendo
In-house

Game type:
Origin:

Platform
Japan

Released:
Price:

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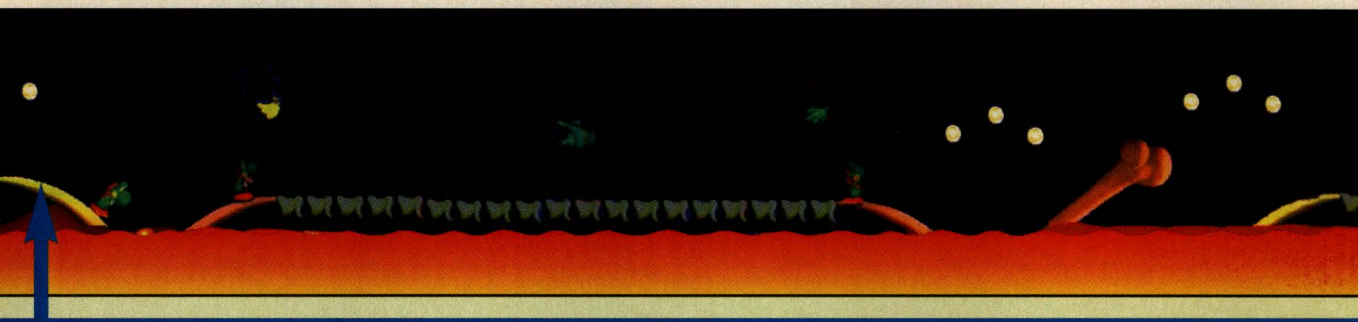
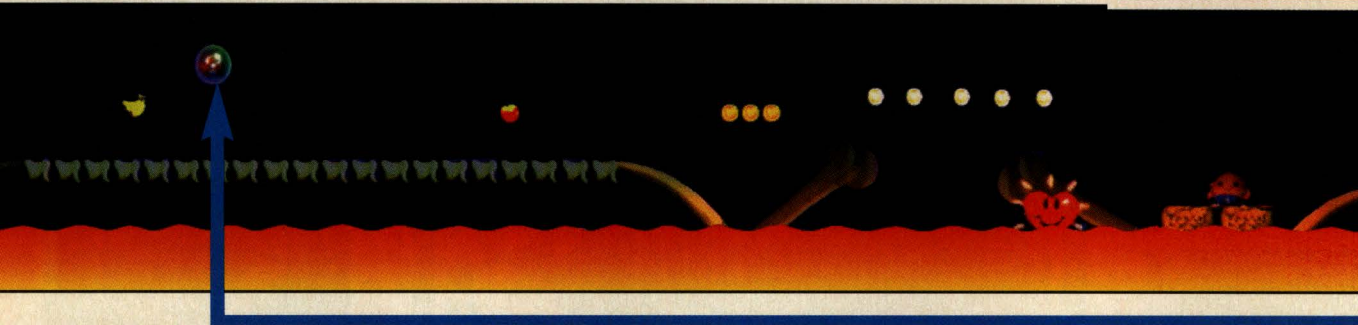
BOILER



Blargg

Blargg hides under the flames and will spring up from the depths to catch any unsuspecting Yoshis. Although this huge brute looks positively terrifying he is a big wimp at

heart. You cannot shoot or pound Blargg to kill him, as he is invincible to any of Yoshi's attacks. Just stand your ground and wait for Blargg to dive back into the depths, you can now jump over him safely without being eaten.



FINISH



Tricky Heart

The first special Heart that you will find is located underneath a tilting bone platform. Simply stand on top of this platform and allow Yoshi's weight to tilt the bone down towards the heart. As soon as you have collected it jump to the right in order to avoid being dragged down into the lava pool.



Moving bubbles

One of the most irritating things that you will encounter on this level is the fact that fruit will drop through the bone bridges and into the lava below. To avoid losing any precious Melons, bounce the bubbles towards solid bone and wait until they are directly above. Now when you burst the bubble the fruit will land on solid bone and will remain there until Yoshi decides to eat it.



Melon count



There are nine Melons for you to collect in this first section. Look out for Blargg who will try to knock you into the lava, and also watch for Melons that don't have parachutes. If you concentrate on timing your jumps it should be fairly easy to collect all 30 Melons on this level.

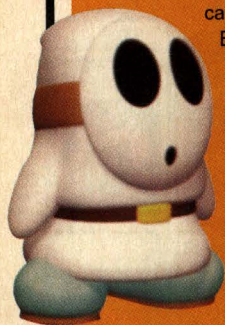


BLARGG'S BOILER

PART TWO

White Shy Guy

If you've lost a Yoshi and need to find the White Shy Guy he is hiding inside a mystery Ball located in the mini game stage. Burst this bubble to catch this helpful guy and then complete the level. When the page turns and Yoshi begins a new level the White Shy Guy can sneak into Bowser castle and return with one of your fallen friends.



White shy guys can be found on every level in the game.



Another Tricky Heart

This special heart is extremely well protected by Blargg and the boiling hot lava. Stand on the solid bone to the left and wait for Blargg to retreat back into the depths. With Blargg out of your way you can either flutter jump across the lava to collect this heart or you can shoot it with an egg. Shooting is a much safer plan of action and it's strongly recommended that you don't try your luck with the flames.

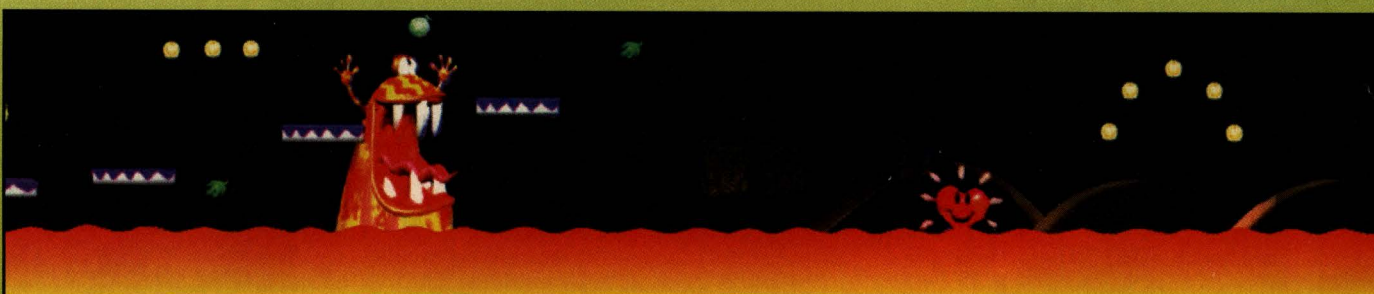
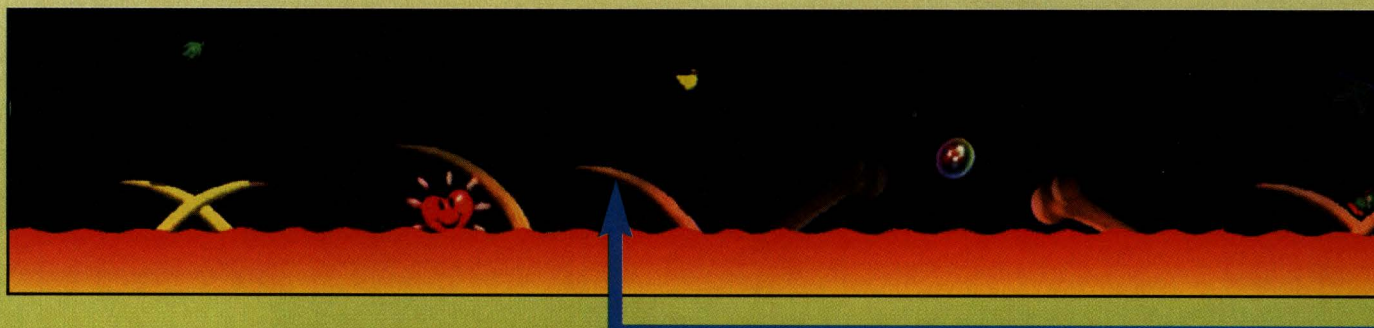


Catch a lift

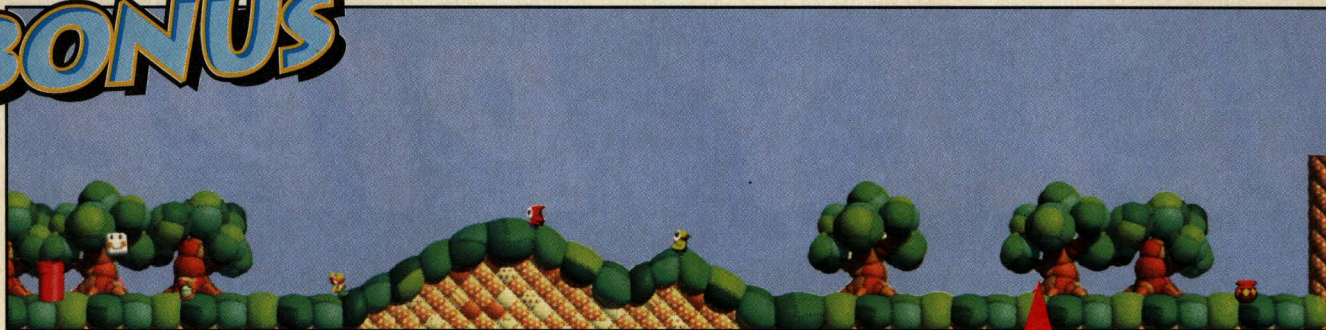
These lifts move in all directions so take special care when moving between them. Also beware of the lava ghosts that are located in this area, they will knock you off of these platforms into the fire below.



START



BONUS



Rolling Ball

Yoshi must use this huge rolling ball to help him traverse the larger lava pools. Jump onto the middle of the ball and then slowly walk to the right. Once the ball has started moving turn around and slowly walk towards the left making sure that you don't fall into the flames. Once the ball has reached the far side it will stop and Yoshi will be able to jump off.



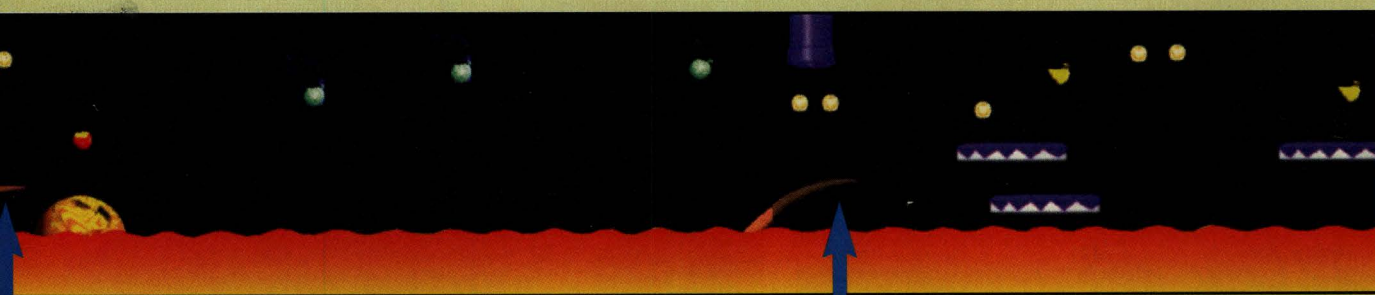
Mini game

This is another balancing challenge for Yoshi to try his hand at. Walk through the course to begin with and defeat all the Shy Guys that are blocking your path. Once the path is clear return to the start and collect your load of crates.

Keeping your cargo at a good angle is extremely difficult because of the hills you must traverse. If you can reach your goal with your load intact you will receive seven Melons as a reward.

Before leaving this area be sure to pick up the White Shy Guy lurking here, and collect your Heart fruit to trigger the secret Coin letter formation.

Balancing this stack of crates becomes easier with practise, try taking a couple of steps back before you begin to move forward.



FINISH



Melon count

There are 21 Melons are up for grabs in this second part of Blarggs boiler, including your reward for completing the bonus game. Make sure that you time your jumps when leaping long distances and avoid touching the lava, or you will end up as dinner for Blargg. If you find you have missed any Melons once you reach the end you can use Miss Warp to skip back to the beginning to try to locate any fruit you have missed.





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JELLY PIPE

LEVEL 2.3

PART 1 Jelly Pipe

This level is flooded with a substance that looks extremely

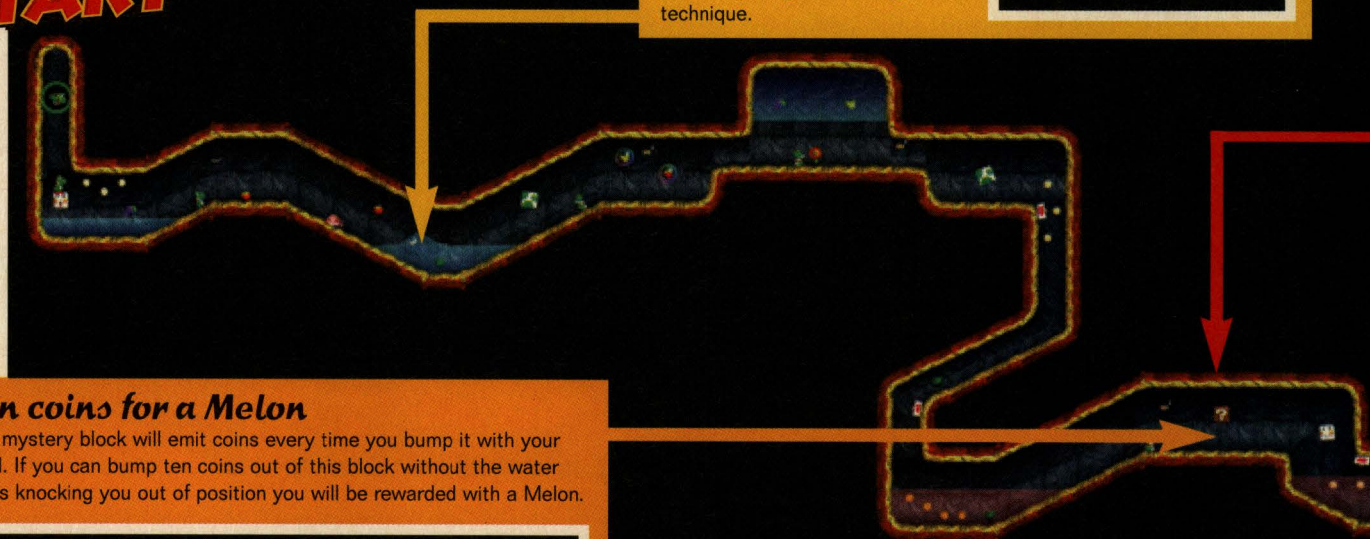
watery, but is in fact jelly. You can walk over the jelly but if you move too slowly you will begin to sink.

There is all manner of fruit hidden inside the jelly and some nasty jelly ghosts who are waiting to stop you reaching your goal.

START

Jelly Ghosts

To stop these haunting figures from spoiling your lunch, stomp on their heads and they will disappear briefly. These ghosts will always reappear so you will get plenty of occasions to practice your ghost-busting technique.



Ten coins for a Melon

This mystery block will emit coins every time you bump it with your head. If you can bump ten coins out of this block without the water drops knocking you out of position you will be rewarded with a Melon.



Push the Crate to Get The Heart

At the bottom of this small hill you will discover a mystery crate. Before breaking this crate open push it to the right-hand side of the passage where it becomes a very handy little stepping stone to reach the room above.

Jump upwards off the top of this crate and perform an upwards flutter jump to enter this small area with a special Heart.

Once you have picked up the special heart you can return to the mystery crate and crack it open to collect a Melon from inside.





Players
One



Cartridge
128M



Memory
No

Publisher/Developer:

Nintendo
In-house

Game type:
Origin:

Platform
Japan

Released:
Price:

Out Now!
£64.99

Water Drop

These nasty water drops fall from the roof of the cavern and can hinder your advancement through the level. To dispose of these irritating enemies you can either shoot an egg at them whilst they are still clinging to the roof. Or you can wait until they have hit the floor and simply pound the ground to disperse the water into the earth.



Slow is the way to go

You will need to move carefully across the jelly in this passage, because the vicious spikes that line the ceiling could cost this cute guy a life. Jump into the jelly and allow Yoshi to sink down into it and then move him

forwards extremely slowly. If Yoshi moves too fast he will begin to rise up in the wobbly mass and spike his head.



Tread carefully through the jelly. If you move too fast you will hurt your head.



Melon count

There are seven Melons for you to find on this map, and two special Hearts. There are some more teehee flies to help to keep your Yoshis smiling, and a small mini game to practice your egg throwing skills. Beware of the jelly ghosts which will follow you when you are walking over the jelly. You can knock these ghouls away by stomping on them.

Mini game

This is a mini game with a difference. There are no crates to carry and no start or finish lines. You will appear in a small cave with an egg block, power flower and a disgustingly slimy looking slug. Use the eggs to shoot this slippery character several times as he circles around the room. Your reward for winning this little fight is special Heart number two.



Yoshi's
Story

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Yoshi's
Story

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JELLY PIPE

PART TWO

Poochy finds a Lift

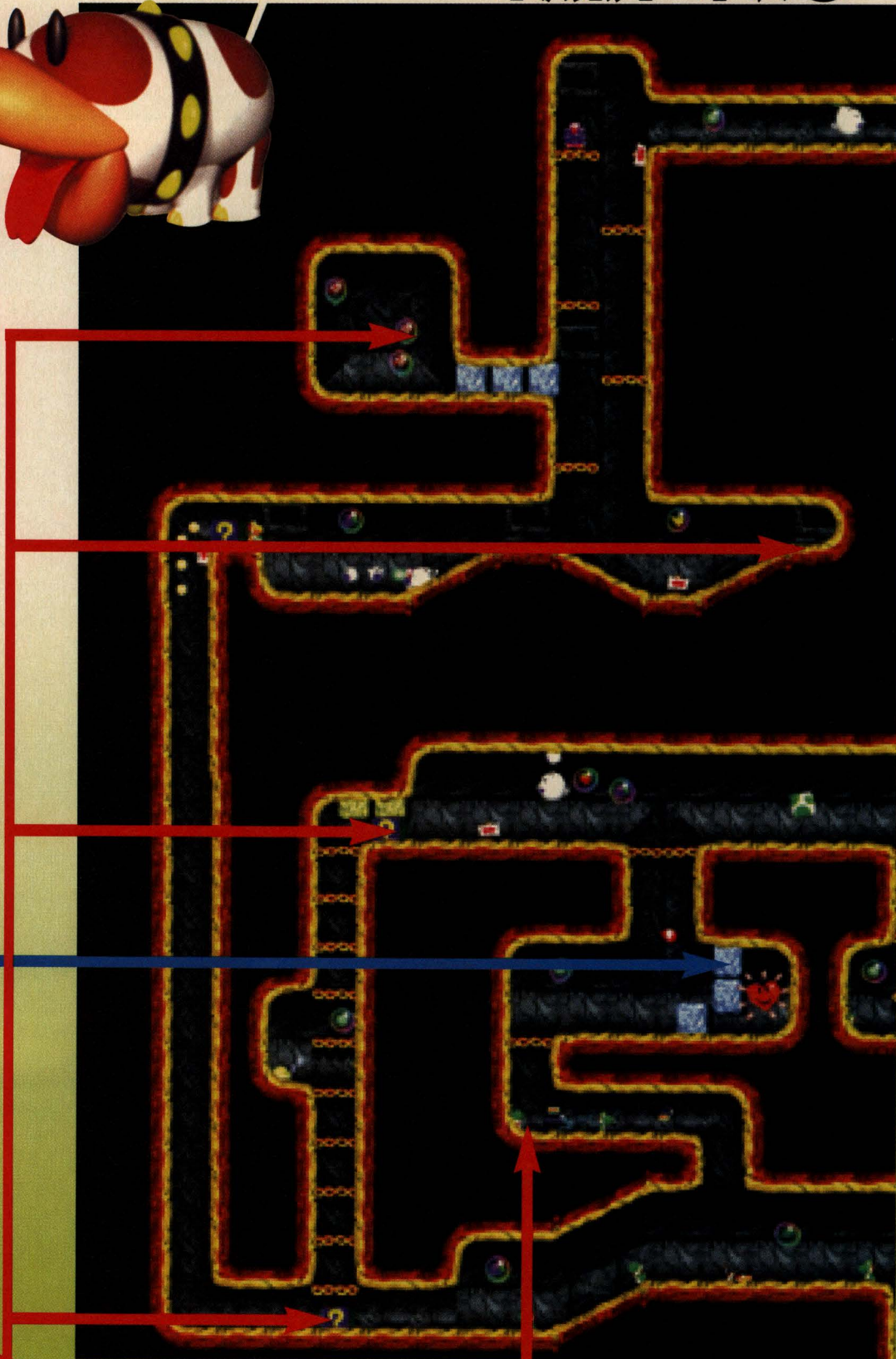
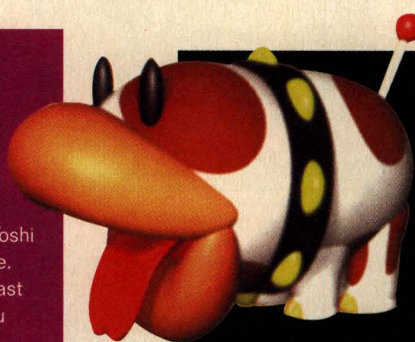
Where Yoshi meets Poochy you can be sure that there is a secret nearby. On this occasion it is a set of lifts that allow Yoshi to enter the passage above. Ensure that you have at least one egg with you when you climb the lifts as there is a rock standing between you and your prize. Walk down the tunnel and sniff out a secret Melon in the corner, once you have collected this fruit jump into the room above and blast your path through to the special Heart.



The White Shy Guy is hiding inside this rock near the special heart.

Melon count

The remaining 23 melons can be found in this huge map. Each family of ghosts has a Melon hiding in their midst, and there are lots of mystery crates which must be pushed into the jelly before they turn into delicious fruit. The spikey fun guys will make collecting Eggs easy although they can be rather annoying when you are trying reach objects high above you.





Players
One



Cartridge
128M



Memory
No

Publisher:
Developer:

Nintendo
In-house

Game type:
Origin:

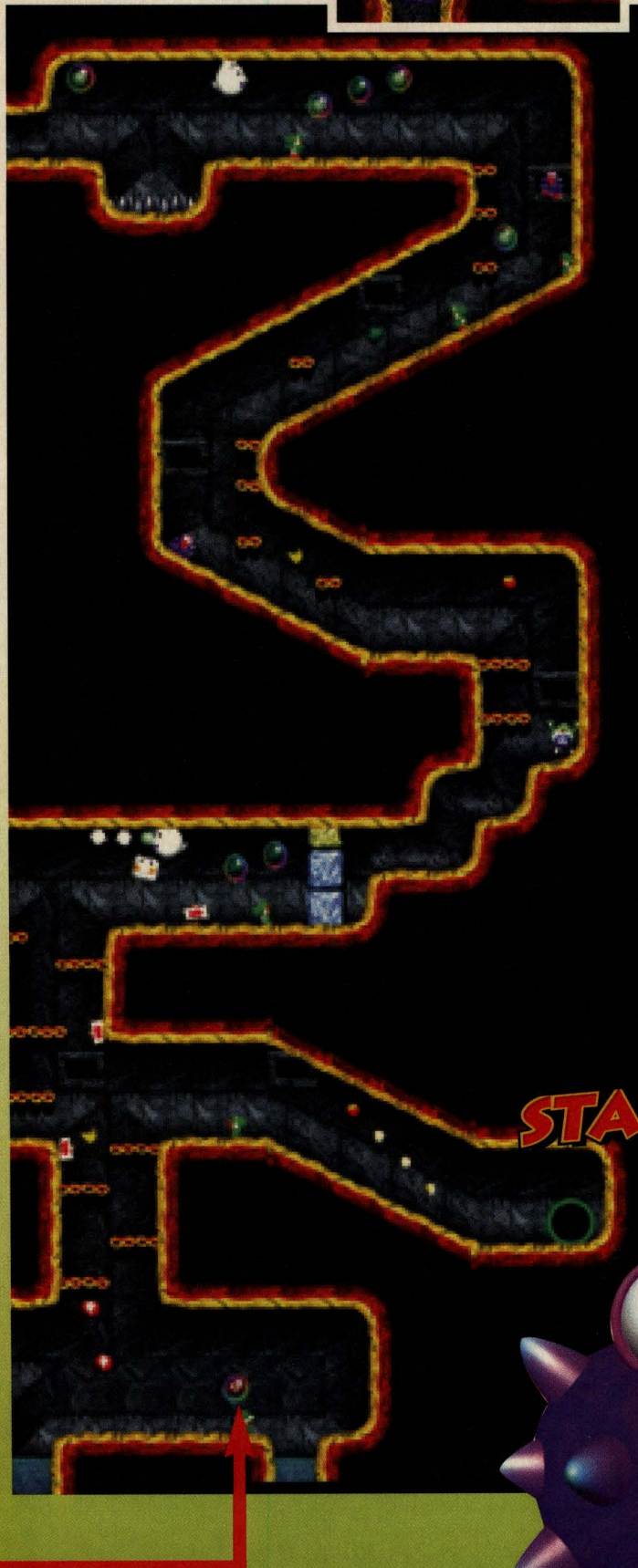
Platform
Japan

Released:
Price:

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Two crates turn into Melons

These two crates need to be pushed together before they will transform into Melons. Push the upper crate over the edge and then jump down behind it. Once the crate is at the bottom you can join these two crates and then pick up your fruity reward.



Long push for a Melon

This mystery crate will turn into a delicious Melon, but only if you can find some jelly to drop it into. Push this crate as far right as possible and then push it from step to step until you reach the bottom. Once at the bottom you can push this crate into either jelly pond and it will transform into a Melon.



Ghost Family

The Boo ghosts mirror your every action as you walk through this level. When you encounter them stop dead still and press down on the control stick. Once the ghosts have moved to a new position above



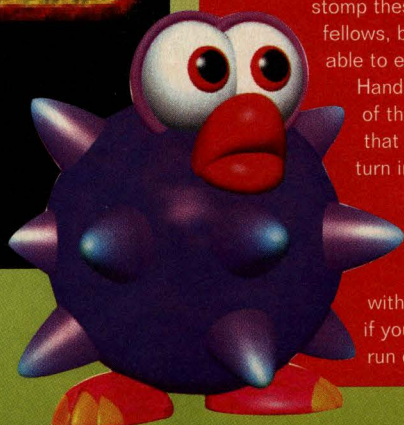
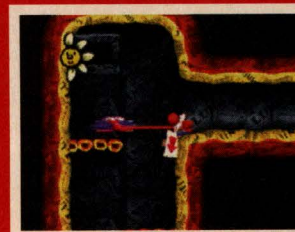
your head you will be able to pass them unnoticed. In the centre of the ghostly family Yoshi can find a Melon, with the family overhead you can simply lick up and gobble the fruit.

START

Spiked Fun Guys

These guys fall from the vents and roll down the slopes towards you. You are unable to shoot or stomp these spiky fellows, but you are able to eat them.

Handily each one of these enemies that you eat will turn into an egg, so you are able to use them to stock up with ammunition if you begin to run out.



Yoshi's
Story

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Yoshi's Story Solution

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number

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Yoshi's
Story

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TORRENTIAL

LEVEL 2.4

PART 1

Torrential Maze

As the level name suggests this area is a complete maze and is quite difficult to navigate around. You will encounter great torrents of water trying to wash you away along with the usual array of enemies. This level is quite a test and you'll need to be on top form to survive.



Ghost riding

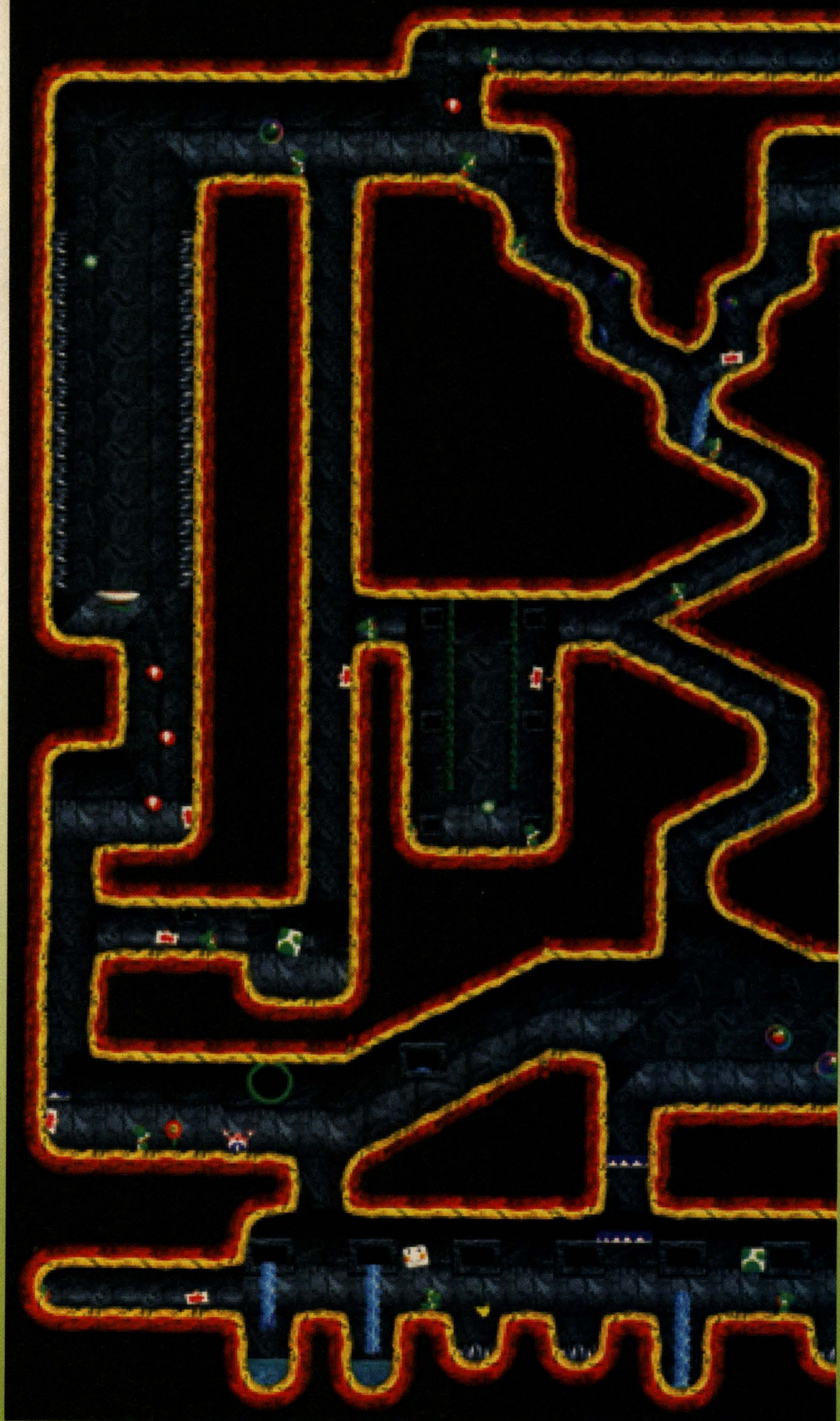
Ghostly trails exit from vents and then enter different vents creating misty platforms. Although these platforms will bend under Yoshi's weight they will not break, and Yoshi can use them in order to reach high up places.

These platforms only last a short amount of time before they disappear, so you will need to act quickly when using them.



Melon count

There are seven Melons hidden in the first part of this hideous maze. You'll need to push mystery crates together before they transform into Melons, and you will need to master flying your saucer in order to capture some of the melons which are higher up. Be careful when jumping across spiked pits, as sometimes great torrents of water will splash down on top of you and wash you away.





Players
One



Cartridge
128M



Memory
No

Publisher:
Developer:

Nintendo
In-house

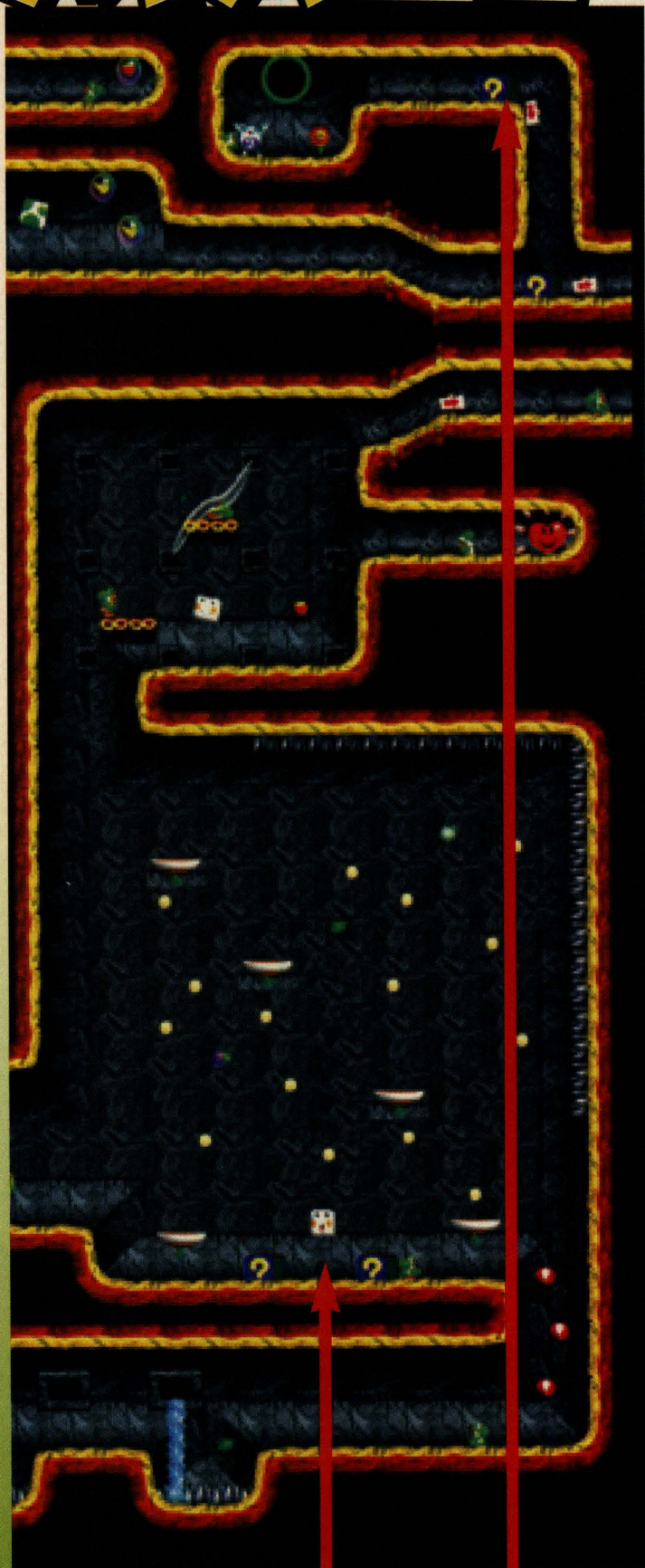
Game type:
Origin:

Platform
Japan

Released:
Price:

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MAZE



More Saucers

There are more flying saucers for your use on this level, although the walls and ceiling have spikes this time around. The slightest shift in weight can topple the saucer so make sure that you keep the platform balanced. You are able to use these platforms to float around large areas

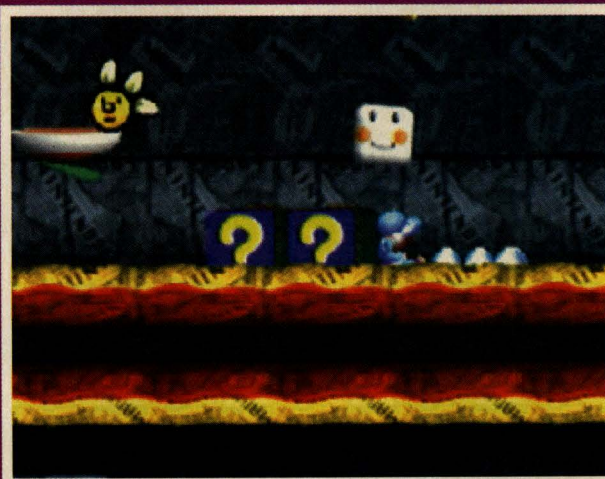


collecting fruit or Coins. Alternatively they can be used to help Yoshi reach passages that he could not reach normally.



Crate push

Another long push is necessary before you can collect the two Melons these two crates will give. Hidden inside one of the rocks is a hidden switch which activates a cloud bridge over the gap. Push the mystery crate over the bridge and let it fall down the following gap. Once the crate is safely on the lower level, jump down and push the two crates together. Once they are side-by-side you will receive your fruity reward.



Push these mystery crates together and they will both transform into lovely juicy Melons.



Yoshi's
Story

41

Yoshi's Story Solution

page
number

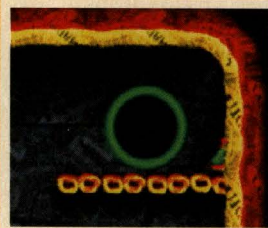
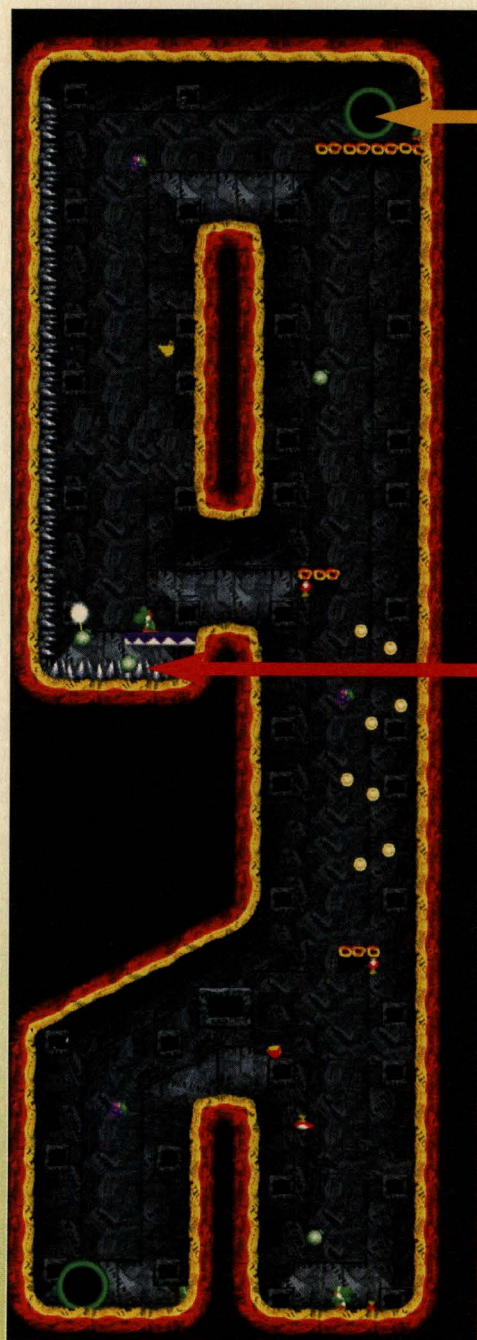
41

Yoshi's
Story

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TORRENTIAL MAZE

PART TWO



These holes are the doorways between different areas of the maze. When you enter one of these tubes you can never quite tell exactly whereabouts you will emerge.



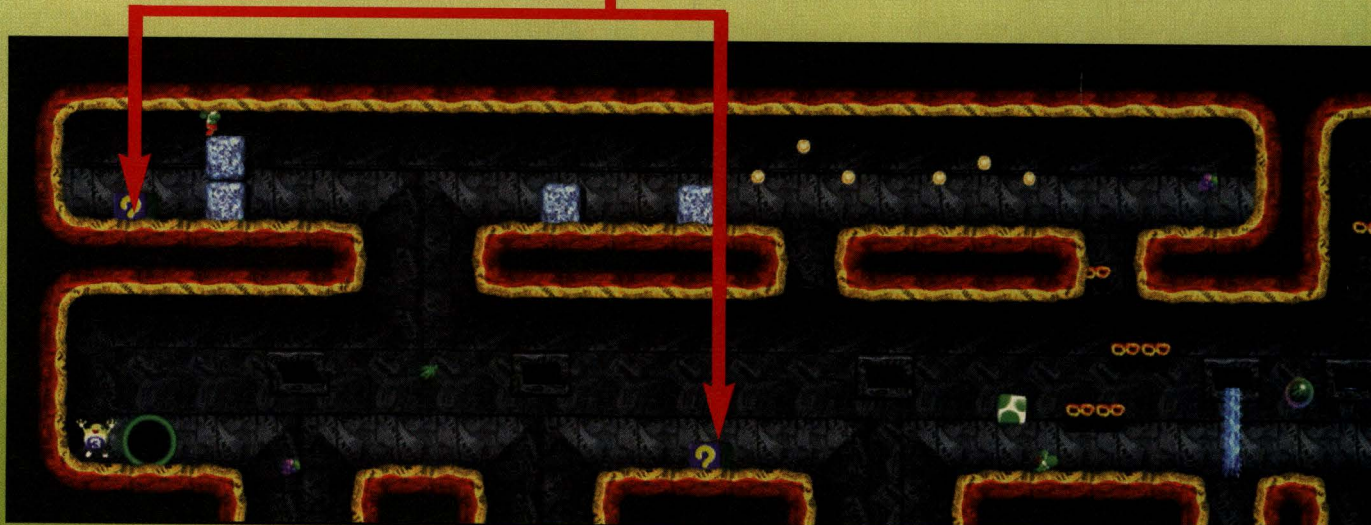
Melon count

These four Melons help to make up your 30. To collect the two Melons inside the crates you will have to push the two crates together. To do this you will need to activate the switch hidden inside the rock, then



push the upper crate across the clouds and allow it to drop to the level below on the other side. When the two crates are on the same level just push them together to claim your reward.

Poochy helps to uncover a hidden lift to reach a special Heart.

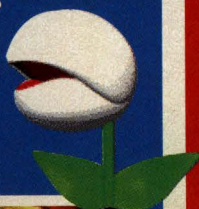


Vines

Yoshi must swing from vine-to-vine to reach the hard to get Black Yoshi Egg. Once you are on a vine you can press left or right to swing back and forth. You can climb up or down the vine with the control stick and you can flutter jump between them. Watch out for the slimy creatures that stalk up and down certain vines, they are invincible to all of your attacks so you will have to avoid them.



Slime creature roam up and down these vines. Do not bump into these guys or you will fall from the vine to the floor below.

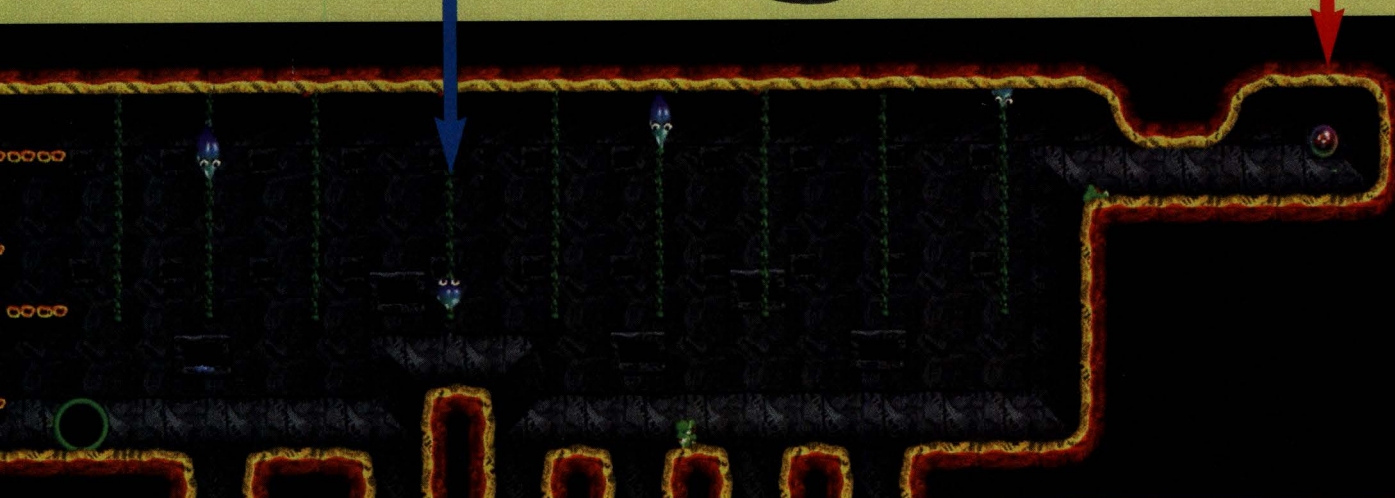


Black Yoshi

In this small chamber you will discover a very special mystery ball. Shoot this ball and it will transform into a large Black Yoshi egg. Black Yoshi's are very special creatures indeed, they can eat chilli's without losing any health and every fruit is lucky to them.



Black Yoshi can be found in this small area at the end of the vine swing. Carry this egg to the end of the level and a new Yoshi will be born.



Yoshi's
Story

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Yoshi's
Story

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TORRENTIAL MAZE

Ghost Riding for a Heart

You will need plenty of patience when trying to reach this tall heart. There are several ghostly platforms that will keep

appearing and disappearing in this large open area, and sometimes they will annoy you and prevent you from reaching your target.



Keep moving and performing flutterjumps as the platforms disappear.

If you can make it onto the small solid platform at the top you are able to shoot the special Heart to collect it.

Your ghost riding skill will need to be perfect if you want to collect the Melon that that is also near to the ceiling.

PART TWO

Riding ghosts is necessary to reach items located near the ceiling.



Jelly Crates

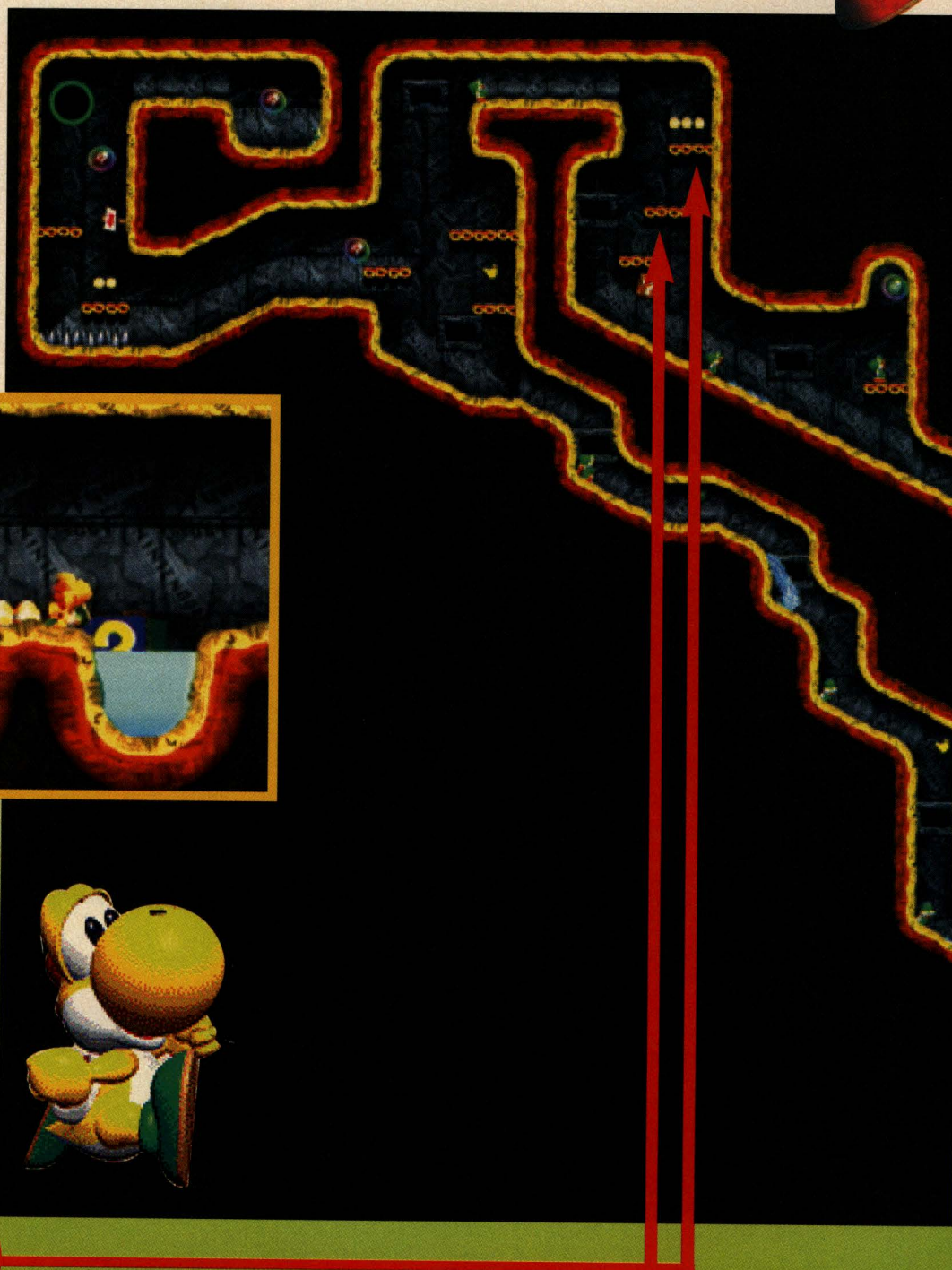
To change these mystery crates into Melons they will have to be pushed into the jelly. Blast the rocks to clear a path for your crate to pass through and then push the crate over the edge. The moment it makes contact with the jelly it will transform into a juicy Melon. The second crate is also for the jelly and your reward will be the same.

Push these crates into the jelly and they will transform into juicy melons.



Melon count

There are 13 melons available in this section of the map, including the eight melons that are in the mystery ball room. You'll need to have quick reactions to master the art of ghost riding, as they never appear in the same place twice. Wait for the ghost to appear, then run up it as quickly as possible. You can also try fluttering whilst in the air and hoping a ghost will appear below you.





Players
One



Cartridge
128M



Memory
No

Publisher:
Developer:

Nintendo
In-house

Game type:
Origin:

Platform
Japan

Released:
Price:

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Room full of Melon

Each one of these mystery balls contains a delicious Melon for you to eat. You are able to burst multiple bubbles if you aim to create an explosion in the centre.

Be careful not to eat the chilli peppers being carried by the two Flying Shy Guys that are also in this room.



Poochies secret

Your friend Poochy has discovered another secret area for you. Shoot an egg at the group of coins to make a tulip appear. You are now able to use this special flower to launch yourself up the shaft. Make sure that you collect a full supply of Eggs before you head for the special room at the top.



BONUS



Yoshi's
Story

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Yoshi's Story Solution

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number

45

Torrents of terror

Yoshi will have his work cut out in this area as the water torrents are quite powerful. To add to the terror there are plenty of Spikey Fun Guys rolling down towards you as well. Try to eat as many of these annoying pests as possible to give you a bit of time to shoot the mystery Balls overhead.



Hidden Heart

Once you have shot all the mystery balls they will transform into surprise balls, therefore making it possible for Yoshi to climb up to the cave above.

The mystery ball here contains a special Heart to open an extra level on the next page of the book.



Melon count

The remaining three melons can be found in this area. You will need to keep moving to avoid being washed away in the current here.



NEXT ISSUE

Look out for our conclusion to this fantastic platform game next issue. We'll bring you a guide to all the mid-story bosses along with tips and hints, a run down on all the mini games, and where to find those hidden melons.





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MYSTICAL

It's big, it's mad, and it's all in Japanese. What the hell are you supposed to do? Never fear - 64 SOLUTIONS will help you through it!



NINJA

STARRING GOEMON



TOWN ONE

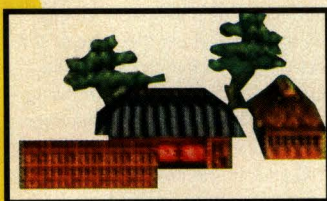
You begin in a house in the middle of town. Leave the house and travel left, up the street until you come to a door in the wall on the left. Go through it. Now go up street, past set of double doors on right, and keep going until you come to a large red round thing (I can't think how else to describe it). Turn right here, and head up to and through the door. Follow the new path round to the left and through another set of doors.

Outside, you should see the first hostile characters of the game. Turn on your map at this point. Make your way to the top of the map, to the door. On the way, you will cross a bridge. If you take the bridge on the right immediately after the first bridge, you will find a cat up a small slope.



Having entered the door at the top of the map, you will find yourself facing a mountain. Climb to the top, avoiding enemies and taking care not to be caught out by the rotating platforms.

Inside the summit, in front of you will be several doors and a house. Enter the house and talk to the man inside. Press B to move the text on, and then when you have a



choice of two lines of text, select the second one to get the chain weapon. Exit the hut, and go through each of the doors. They contain health, and a pot which can be broken to release coins.

You now need to return to the town. The easiest way to do this is to go out on a ledge and just jump off. Make your way back through the Town, to the first set of double

doors you passed just before you reached the big red thing. They will now be on your left. Go through them. Follow the subsequent path along to the next set of doors, through which you will be faced with a stretch of water and no bridge. To get across the gap, stand opposite one of the boxes on the

opposite bank and use the chain weapon, which will catch on the box and pull you across. The box on the right leads to the next door, but the one on the left will let you get another cat. The door at the end of the path is the entrance to the first boss's palace. Use the save sign, then enter.

turn over for more...



Items

- 1 Golden Health: Full health
- 2 Health: One health point
- 3 Cats: Collect Four for an extra energy heart
- 4 Gold cats: Two extra energy hearts
- 5 Small Elephant: Palace map
- 6 Small Man: Weapon power-up (temporary)
- 7 Parchment: Extra life
- 8 Gold coins/ Ammo



SAVING THE GAME

There are three ways of saving the game.

The easiest is to go to a hotel. To find the first one, go through the Town to the large red thing, then go left, through the door, left around the corner, and take the first door on the left.

Next speak to the manager, select the second option, and

press A where prompted. There you go, easy!

Another way to save is via the signposts which are next to the entrance to each of the bosses' palaces, and are also usually in the room directly preceding each boss. Simply walk up to the sign, press A, select first option and press A again.



You will also sometimes be given a chance to save whilst talking with other characters (such as the

Emperor). Simply select the first option when offered, and press A.

To load, select the first option from the title screen, then the first option again and then select the saved game from the menu.

To delete a saved game from the title screen select the second option, then the first option, then use up and down to select and press A to delete the file.

PALACE ONE

Collect all the money in the first room by breaking open the jars, then exit through the door at the far end. In the next room you will see a door on your right which is locked. Go left and turn the corner to find a key. To get to the key you will need to use the chain to cross two gaps. Collect the key, and return to the locked door, which will open.

In the new room, enter the first door on the right. Kill all the enemies, and the key will then appear. When you have the key, go out the same way you came in. Before moving on from here, get the map and the cat, then go out through the previously locked door. An easy way to cross this room is to swim most of it.

In this room, first take out the two enemies (one drops some health), then switch back to your old weapon. You should now move into the centre of the green floor. Tiles will rise up and fly at you; break at least three of them which will reveal the key. As soon as the key appears, grab it and then leave the room.

Now take the door on the right and proceed straight through to the second room, where you must again kill all the enemies for the key. Go back the way you came

until you return to the room with a large gap. To move across the gap you will need to jump towards the box and fire your chain weapon, which will pull you the rest of the way across. Before entering the locked room, move to the next door, through which you will find money and health. Then return and enter the locked door.

Cross the room to the lift in the corner and climb on.

The lift will take you up to a room where rows of round enemies move along a platform and block the door. You will need to jump over them to reach the door.

The next room contains presses which come down from the ceiling, one at each end – the centre one does not move. Ride up on one of the end ones to get to the key on the middle one. Then go through the unlocked door (in the middle of the room) in order to get a cat, before returning to the locked one.

Make your way around to the first door, avoiding the rotating mines – the first set can be bypassed by swimming to the first island. Through the first door, you will need to use the chain weapon to traverse the water by once again jumping and firing at the box. The door is around the corner. In the next room, you will now be

confronted by a large hand, which is blocking the passage. If you return here after defeating the first boss, you will be able to get money and a cat. Take the door on the left.

The key is in the corner of the room. Take it, and go back three rooms to the room with the water and the rotating mines, and enter the locked door. Through it you will find more round enemies. Simply run and jump along the edge of the room, then kill the ninja when he appears, as he will chuck throwing stars at you. Exit through the door at the end.

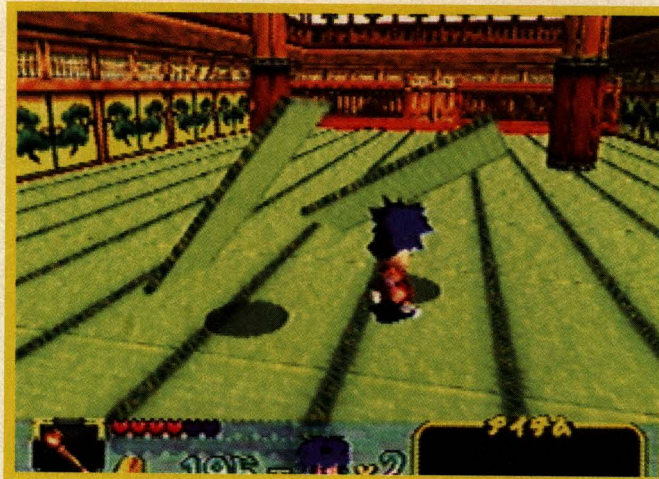
Go left in the new room for money and more health, but watch out for the ninja! Then go out through the new door (straight on from where you came in).

This room contains presses and platforms, which you need to use to move across to the exit door. There



is also money on one of the platforms. The best technique is to jump on the press when it is down, then jump off when it is up. Falling off loses you health. The exit door is in the far corner.

In the next room, get on the lift, which will take you up to meet a blue bloke with pony hair. When he finishes talking and runs off, follow him. If he runs off too fast, simply go through the white screens until you find the cat. Pick up the cat and the health. The next screen door leads to the boss.



You'll need to destroy the flying tiles in this room to obtain the key for the exit. The easiest way to do this is with the standard pipe weapon.



BOSS 1

The first boss is a huge head. To beat him, run up to his chin and use the chain to hit him under the red dot. Make sure you stand just to the side of the blue stud protruding from his neck though.

He has two defences, bad breath (okay, fire breath) which is useless as if you stay in close under his chin it will pass over your head. His other weapon is lasers, these come out of the four blue studs (hence standing clear of his centre one). When these activate, simply move out a little,



OY! Big 'ead! I'm talking to you!
That's right, you! Stitch this!

and then jump them as they spin. When defeated, the boss will release a moon, which you need to pick up, after which the exit door will open.



EMPEROR'S CHAMBER

Through the door at the end of the next room you will find the Emperor and his daughter. When he gives you a choice, select the first option to get a pass for leaving the town. When you are given the next option (which is to save) again select the first choice. Once saved, you will find yourself back outside the palace. The first room of the palace can be re-entered for more money. Other rooms now have all their objects (except for keys and cats) and will be replenished when you leave. This means unlimited money and health!

From outside the palace, make your way back two rooms to the area with bridges over water. Jump into the water and swim through

the tunnel. In the next area, swim straight through to the next tunnel. Swim up and round the corner, stop and pick up the cat, then swim on to the end and jump onto the bridge via the floating aerial platforms. Talk to the two guards on the bridge and they will then open the gates and let you leave the town.

Cross the bridge and go right, which will take you to a door, through which is a cave. Follow the cave to the next door, which opens onto a field.

Cross the field and climb to the top of the hill, then follow the path at the top until the game takes control and puts you in a giant robot – Goemon Impact!

KABUKI ROBOT

The first section is fairly straightforward, you simply destroy as much stuff as possible to gain energy. You should start with an energy level of about 800. The enemy robot has loads of weapons, and you don't. After a few attempts, you'll be able to recognise what the robot is going to do from his stance.

Robot has his arms above his head

– he is about to launch missiles. He is vulnerable when he does this, so fire a spread of fireballs (using the trigger) then take out his missiles.

Robot has open palm

– this can be pretty lethal, so the best thing to do is to hit him with a fireball as he prepares to move. If you don't manage this, then wait until he flies at you, and try to catch him with your nearest fist.

Robot flips over and grows wings

– nothing you can do about this, as when the wings come out, your shots just bounce off. Wait for him to fly past you, and punch the umbrellas he drops. They replenish your fireball power (you must use fists though).



Robot produces two bits of wood

– he is about to ram you. This is not a problem, as with careful timing he can be punched.

When the enemy robot's power drops below 1000, he gets another power:

Robot flies towards you with arms down

– this is a bugger. If you let him he casts a spell, during which time you can't hit him, and a ghost version of him hits you. Try to hit him with a fireball before he can cast the spell, if you miss, you'll have to

defend against the ghost until it vanishes (which is bloody difficult). However, he stays still to cast the spell, so you can use the super laser (see below).

You have special weapons of your own:

Hammer strike

– to utilise this, you must wait till the enemy robot charges you, and punch him once with your left, then again quickly with your left and then tap the right punch button. A huge red hammer should sweep from the left and clout him.

Super laser

– when the two vertical bars either side of your scanner display flash, you can use your super laser. To activate it, centre your cross-hairs



on the enemy robot (it's best to do it when he's just getting up, so he stays in one position). Then, do an anti-clockwise circle on the C buttons, from the top, and the screen will begin to change colour. Now press the trigger. If you time it correctly, you'll see a very satisfying cut sequence. (Note: the laser will now need time to charge up again.)

Speed fists

– again, rotate on the C buttons, but instead of pulling the trigger, press B. Expect a blur of fists to hammer the enemy robot. (That's if he's in range.)

Grabber

– kind of self-explanatory this one. Rotate on the C buttons again, and press A, this will fire a chain to grab the enemy robot, holding him still to be fireballed.

Now you've killed the robot, move on to the next Town.



NEXT ISSUE

Watch this space for the conclusion of this guide. Featuring bigger, meaner robots, guides to the rest of Japan, better weapons, weirder foes and a toe-tapping, foot stomping musical finale!

WCW VS NWO WORLD TOUR

Last issue we gave you the complete moves guide to the normal wrestlers in this excellent lycra-clad sports game. Now we present the vast range of holds and throws for the main boss characters.

BLACK WIDOW



The Black Widow is feared by every wrestler in the world. She's fast and deadly at all times. Her only true love is money, and she makes plenty of that with every agent desperate to see her fight. Her signature moves are the Spinning Head Sickle and the Death Coil.

Kicks And Punches

Slap: B (close)
Low Kick: B (far)
Punch: Up, B (close)
Spin Kick: Up, B (far)
High Kick: Hold B
Drop Kick: Up, Hold B

Weak Grappling

(To Front)
Uppercut Punch: A, A
Fireman's Carry: A, Up, A
Body Slam: A, Down, A
Twisting Elbow: A, B
Snap Suplex: A, Up, B
Pile Driver: A, Down, B

Strong Grappling

(To Front)
Widow's Peak: Hold A, A
Spider Slam: Hold A, Up, A
Knee Slam Press: Hold A, Down, A
Suplex Sting: Hold A, B
Crucifix Slam: Hold A, Up, B
Widow-Maker: Hold A, Down, B

Use the Widows Press Move when your opponent is almost out of energy. Surely nobody can endure this much pain for too long!

Weak Grappling

(To Rear)
Widow Crush: A, A
Backdrop Slam: A, B

Strong Grappling

(To Rear)
Shoulder Spin Press: Hold A, A
Spider-Web Slam: Hold A, B

Whip To Ropes

Leg Scissors Sweep: Hold A, D-pad towards ropes, C Down, A
Shoulder Flip: Hold A, D-pad towards ropes, C Down, Up, A
Spinning Backbreaker: Hold A, D-pad towards ropes, C Down, Hold A
Spinning Head Sickle: Hold A, D-pad towards ropes, C Down, Up, Hold A

Opponent On Mat

(Face Up)
Face Lock: Move near to head, A
Stomach Pump: Move near to legs, A



Black widow uses her special move to relocate her opponent!

Somersault Splash: B (Face Down)
Spider Clutch: Move near to head, A
Reverse Clutch: Move near to legs, A
Leg Drop: B

Turnbuckle And Rope Moves

(Opponent On Mat)
Flying Knee: Move into turnbuckle, C Down
Spider Splash: Move into turnbuckle, C Down (Opponent Standing)

Widow Kick: Move into turnbuckle, C Down

Throw Dazed Opponent Into Turnbuckle

Corner Rumble: A, A
Turnbuckle Trade-off: A, B
Venom DDT: Hold A, A
Widow's Sting: Hold A, Up, A

Special Moves

(When Spirit Meter Flashes)
Death Coil: Hold A, move analogue stick
Widow's Press: Hold A, move analogue stick (from behind)





Players
1-4



Cartridge
64M



Memory
Yep!

Publisher:
Developer:

THQ
Asmik

Game type:
Origin:

Sports
US

Released:
Price:

Out now!
£54.99

GLACIER



Martial arts and championship wrestling are combined to give this powerful character his fighting technique. He is one of the crowd's favourites and always puts in a first class performance. His signature move is the Cyronic Kick, which is a flying kick off the top rope.

Kicks And Punches

Karate Chop: B (close)
Karate Kick: B (far)
Karate Punch: Up, B (close)
Side Kick: Up, B (far)
Standing Drop Kick: Hold B
Spin Kick: Up, Hold B

Weak Grappling

(To Front)
Super Chop: A, A
Fireman's Carry: A, Up, A
Glacier Tackle: A, Down, A
Elbow Smash: A, B
Tundra Suplex: A, Up, B
Pile Driver: A, Down, B

Strong Grappling

(To Front)
Neck Breaker: Hold A, A
Top Rope Clothesline Slam: Hold A, Up, A
Backslide: Hold A, Down, A
Belly to Back Suplex: Hold A, B
Blizzard Takedown: Hold A, Up, B
Northern Light Suplex: Hold A, Down, B

Weak Grappling

(To Rear)
Twist Back Drop: A, A
Knee Breaker: A, B

Strong Grappling

(To Rear)
Body Rack: Hold A, A
German Suplex: Hold A, B

Whip To Ropes

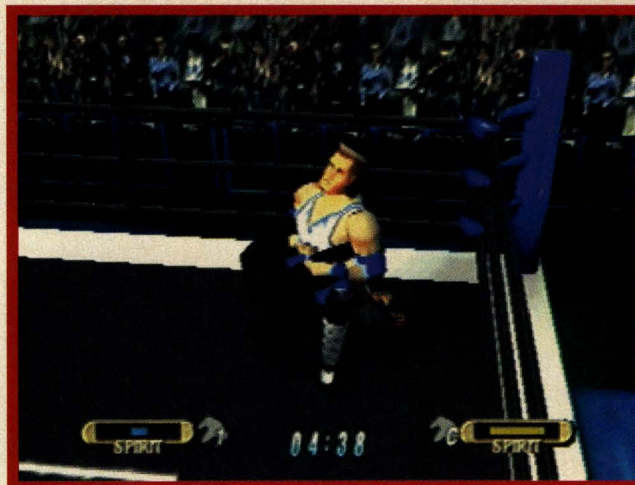
Arm-Drag Takedown: Hold A, D-pad towards ropes, C Down, A
Leg Scissor Sweep: Hold A, D-pad towards ropes, C Down, Up, A
High Backflip: Hold A, D-pad towards ropes, C Down, Hold A
Arm Bar Takedown: Hold A, D-pad towards ropes, C Down, Up, Hold A

Opponent On Mat

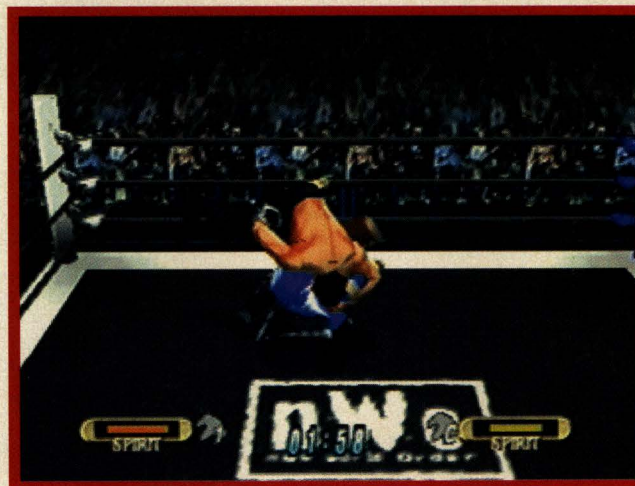
(Face Up)
Side Headlock: Move near to head, A
Boston Crab: Move near to legs, A
Elbow Drop: B (Face Down)
Camel Clutch: Move near to head, A
Crucifix Crunch: Move near to legs, A
Knee Smash: B

Turnbuckle And Rope Moves

(Opponent On Mat)
Flying Knee: Move into turnbuckle, C Down
(Opponent Standing)
Flying Kick: Move into turnbuckle, C Down



Glacier is a strong, powerful wrestler with a wide variety of special throws and kicks. Try the Cyronic Kick whenever you have the chance.



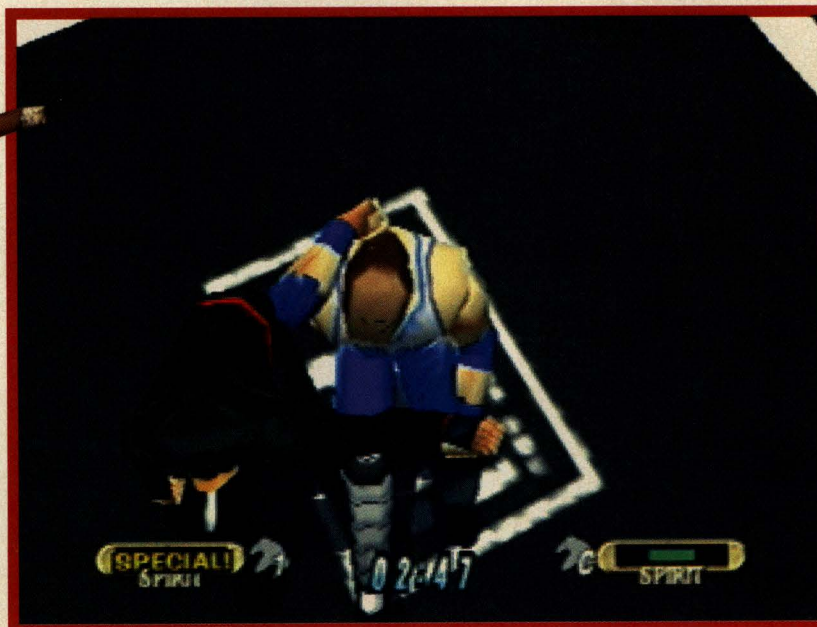
Throw Dazed Opponent Into Turnbuckle

Riding Punch: A, A
Glacier Suplex: Hold A, A
Blizzard Bomb: Hold A, Up, A

Special Moves

(When Spirit Meter Flashes)
Cyronic Kick: Hold C Down, move analogue stick
Full Nelson Suplex: Hold A, move analogue stick (from behind)

Ouch! Glacier sets off on a head banging campaign, only without the heavy metal. He's so cool he uses his elbow instead. Rock On!



WCW vs
NWO

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WCW vs NWO Solution

page
number

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JOE BRUISER



Joe Bruiser is a boxing legend and he now performs in the wrestling arena to please his many adoring fans. Although Bruiser has no throws or presses he does possess plenty of hard hitting punches and kicks. His signature move is a Big Right Uppercut to the Chin.

Defensive Moves

Guard & Counter: R
Duck: L

Attacking Moves

(Front)
Right Cross: B
Left Jab: Up, B
Left Uppercut to the Mid-Section: Hold B
Right Uppercut to the Chin: Up, Hold B
Right Cross: A
Left Cross: Up, A
Head-0Butt: Hold A
Big Right Uppercut to the Chin: Up, Hold A

Attacking Moves

(rear)
Kidney Punch: A
Right Uppercut to the Kidneys: Hold A
Rabbit Punch: B
1-2 Combo: Hold B

Opponent On Mat

(Face Up)
Knee Smash: B
(Face Down)
Kick: B

Hard hitting Joe Bruiser has never heard of Mike Tyson, and it shows! Although he's powerful he does not use any kicks, which is sometimes his downfall.

**Extra Moves**

Forward Front Kick: D-pad towards ropes, C Down, B
Climb Turnbuckle: D-pad towards turnbuckle, C Down
Pin: C Down



Wallop! That big right hand to the chin really must hurt. Use a variety of kicking moves to beat Joe Bruiser and try to keep your distance.





Players
1-4



Cartridge
64M



Memory
Yep!

Publisher:
Developer:

THQ
Asmik

Game type:
Origin:

Sports
US

Released:
Price:

Out now!
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WRATH



Wrath is a huge wrestler who destroys his enemies. He gives his all in the ring and is tough competition for anybody. He shows no mercy and his Death Penalty signature move destroys all who are unfortunate to encounter it.

Kicks And Punches

Pain Punch: B (close)
Knee Kick: B (far)
Slicing Chop: Up, B (close)
High Knee Kick: Up, B (far)
Drop Kick: Hold B
Forearm Clothesline: Up, Hold B

Weak Grappling

(To Front)
Forearm Smash: A, A
Coconut Crush: A, Up, A
Body Slam: A, Down, A
Neck Breaker: A, B
Press Slam: A, Up, B
Pile Driver: A, Down, B

Strong Grappling

(To Front)
Belly to Back Suplex: Hold A, A
Vertical Suplex: Hold A, Up, A
Shoulder Breaker: Hold A, Down, A
Side Buster: Hold A, B
Canadian Back Breaker: Hold A, Up, B
Power Bomb Press: Hold A, Down, B

Weak Grappling

(To Rear)
Spine Buster: A, A
Atomic Drop: A, B

Strong Grappling

(To Rear)
Blindside Bash: Hold A, A
Pain Bomb: Hold A, B

Whip to ropes

Arm-Drag Takedown: Hold A, D-pad towards ropes, C Down, A
Carry Over Slam: Hold A, D-pad towards ropes, C Down, Up, A
Power Slam: Hold A, D-pad towards ropes, C Down, Hold A
Power Lift Body Slam: Hold A, D-pad towards ropes, C Down, Up, Hold A

Opponent On Mat

(Face Up)
Side Headlock: Move near to head, A
Boston Crab: Move near to legs, A
Falling Punch: B
(Face Down)
Camel Clutch: Move near to head, A
Leg Lock: Move near to legs, A
Elbow Drop: B

Turnbuckle And Rope Moves

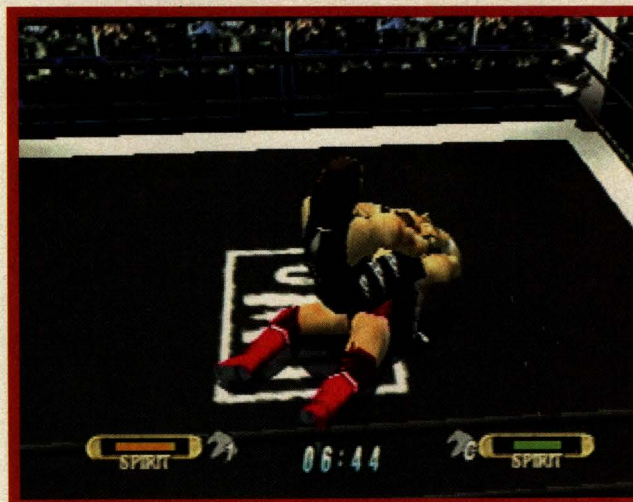
(Opponent On Mat)
Flying Knee: Move into turnbuckle, C Down
(Opponent Standing)
Top Rope Clothesline: Move into turnbuckle, C Down

Throw Dazed Opponent Into Turnbuckle

Cross Arm Punch: A, A
Brain Buster: Hold A, A
Riding Punch: Hold A, Up, A



The Piledriver is an extremely painful experience. The wrestler will pick up his opponent then proceed to drop him on top of his head. Ouch!



Special Moves

(When Spirit Meter Flashes)
Death Penalty: Hold A, move analogue stick
Grapple
Doctor Bomb: Hold A, move analogue stick (from behind)



Throws are a very important part of this game. Keep your opponent under as much pressure as possible, then hit them with your special move!



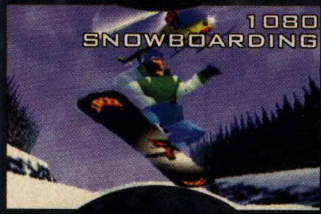
WCW vs AWO

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FORSAKEN64



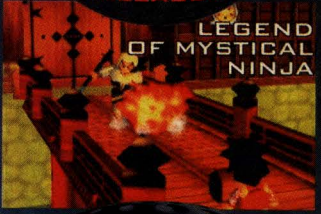
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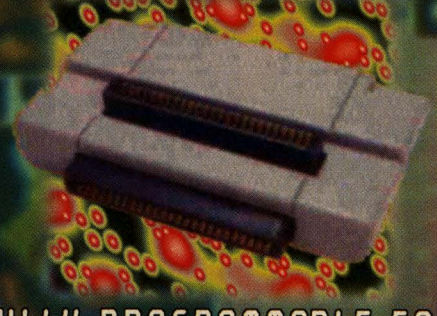


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Players
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Cartridge
8Mb



Memory
Yep!

Publisher:
Developer:

Nintendo
In-house

Game type:
Origin:

3D Platform
Japan

Released:
Price:

1 March
£59.99

QUAKE

The most eagerly awaited 3-D shoot-'em-up is finally available on the N64. We present a fully mapped guide including all secret areas plus power-ups!

This guide has been designed to help you through every level of this intense 3D platform game. Each level is fully mapped including all power-ups and secret areas. General fighting tips and techniques are discussed here in the introduction. If you still are having trouble then all the level codes and the cheat codes can be found here.

Debug code

On the enter password screen type in "QQQQ QQQQ QQQQ QQQQ". You will then receive a message informing you that this is an invalid password. Exit out of this screen and enter the options screen, where the new DEBUG menu will now be accessible. You are now able to access all levels and weapons, invincibility, and targetting options.

Level Codes

Level 2	- M404 JVLJ XSLP V3ZF
Level 3	- H004 YXBQ YGBD 55BP
Level 4	- CWH2 S2C2 S8VJ ZZ5T
Level 5	- PQRO VHXC PCVY XQLN
Level 6	- PLRX LQXL GXLQ 3PBT
Level 7	- CHH6 MN4L 1VBB XYDC
Level 8	- 6DRW ODFG T3BR VBIX
Level 9	- 59K9 3VX2 O3BR 5Q9N
Level 10	- 55RY 5CDG KZBR QBD7
Level 11	- 51RY VD6Q G57J NDFY
Level 12	- SWVJ J234 QQBK LWWH
Level 13	- 5SR9 TDFG VQBR JBCT
Level 14	- 5NRW QYQG GVBR GBFL
Level 15	- 5JR4 YLNZ XGBR DQ57
Level 16	- SCR1 DZCM JJ9Q LYL3
Level 17	- 49RX NPDD M1PH 9MXM
Level 18	- 05S4 G4C2 93W3 10TT
Level 19	- 41R9 6PFG WGBQ 5BCH
Level 20	- 4XR4 TP59 X7BQ 3PX7
Level 21	- OSRX R8WW LLBN 10RZ
Level 22	- 4NR4 NZWK 6RY5 7V8F
Level 23	- 4JRY N3VN JQBQ X6VF
Level 24	- QZR7 ZBFF FLBN 1C49
Level 25	- 45RB644M2GBQ IVMN

Monsters don't mix:

Sometimes the monsters you are facing will begin to attack each

other rather than attack you. When this happens simply stand back and let them finish fighting, then enter the battle to defeat the weakened enemy that remains.

Backtracking:

This is an important technique to use to reduce the amount of damage you will sustain in a battle. Once you have engaged the enemy simply run backwards but continue to fire your weapon at the

approaching monster. This way you can take on the monsters one at a time rather than in a large group.

Strafing:

This is the technique used for dodging grenades and other



missile-like projectiles that are thrown at you. Press the C-Left or C-Right button to neatly sidestep out of the way of any missiles.

Explosive Weapons:

Weapons like grenades or rockets produce quite a large blast which



Grenades produce a large blast which will inflict damage on all enemies in the area.

means that you do not need to be quite so accurate with your aim. This is extremely useful when playing a multiplayer game and your opponent is backtracking and strafing to avoid your shots.



Aim:

Quake requires precision when aiming at targets and enemies. To make this easier you are able to turn on the crosshair located in the video options screen.

In two minds:

When fighting Ogres and Shamblers this trick is very important. These enemies have two forms of attack, one short range and one long range. The idea is that you position yourself at the



point where your enemy cannot decide which weapon to use against you, and then move in and out of his range. This will give you time to unload your weaponry at them whilst your enemy is still deciding which weapon would be best to use against you.

Rocket Jumping:

This is a technique for experienced players, and is used to jump large distances or to leap onto higher platforms. To perform a rocket jump, you must blast a rocket into the floor by your feet and jump at the same time. This will blast your player high into the air enabling them to reach platforms previously unavailable. Unfortunately you will receive damage from performing this manoeuvre so it's inadvisable to try it when playing a single player game.



MONSTER GUIDE

There are lots of disgustingly ugly brutes in this world of Quake and each one has it's own strengths and weaknesses. This guide will help you to spot the more gruesome monsters and give helpful advice on the best methods to defeat them.

Rottweiler:

Rottweilers are usually found in the company of grunts. Their objective is to distract you from killing their masters and giving the armed grunts a few seconds to squeeze off a couple of shots. Use your shotgun to waste these four legged fiends.



Grunt:

Grunts are slow moving infantry men usually armed with shotguns. You will encounter a large number of Grunts in the early levels and close range shot from a Double Barrelled Shotgun is the easiest way to kill them.



Rotfish:

On their own these fishy enemies can be easily swatted away with your axe. When being attacked by a school of these hungry menaces a Nail Gun would be a better weapon to use.



Rotfish are easy to kill with your shotgun, just take aim and let them have it!

Enforcer:

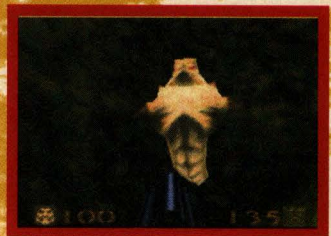
These guys are more powerful than grunts and carry laser guns. It is

fairly easy to dodge their laser blasts and they are also reasonably easy to kill. Two short range blasts with your Double Barrelled Shotgun should be enough to stop these guys in their tracks.



Scrag:

Scrags look like a cross between a ghost and a large maggot. They float around usually just above your head and disperse jets of pea soup, which should be avoided. These enemies are relatively weak and it will only require a few well placed shots to exorcise them.



Knight:

Knights generally hide around corners and try to spring surprise attacks. They move fairly quickly and attack you with their swords. The best way to defeat these foes is to backtrack as soon as you see them and pummell them with a barrage of shots from your Double Barrelled Shotgun.

Although it will only require a couple of shots to finish off one of these cretins they will usually attack in numbers.



Nails are the best weapon to use against these fast moving enemies.

Death knight:

These are rather nasty and need to be killed as fast as possible to avoid taking a lot of damage. Three grenades will be enough to defeat one of these enemies, but the Super Nail Gun will finish these guys off in record time.

Ogre:

Ogres have two different attacks. At long range he will offload grenades and has an aim that any Quakemaster would be proud of. Whilst at close range he will try to cut you to pieces with his chainsaw. Avoid his grenades by using your strafe technique and use the Super Nail Gun or Rockets to kill him. One good tip to use against these monsters is to keep running in and out of his range leaving the monster with a tough choice of what weapon to use.



Zombie:

You can shoot these guys hundreds of times and they will refuse to lie down. To off these monsters simply throw a grenade and then watch the millions of pieces fly.



Spawn:

These purple blobs are very difficult to kill once they start bouncing at you. The best course of action is to try to Nail them before they get a chance to move. Use your backtrack technique to avoid the final blast, when these guys die they like to exit with a bang.



Fiend:

These are the fastest enemies you will face in this game. They are capable of leaping long distances and attack with their razor sharp claws. The best way to tackle one of these monsters is to side step out of the way when the Fiend

leaps at you, then turn around and blasting him in the back with your Super Nail Gun.



Vore:

This humanoid/arachnid hybrid horror needs to be dealt with quickly. Try using the Super Nail Gun or the Thunderbolt for a quick finish, hopefully before the vore can return fire. Once this monster starts firing his homing fireballs you could be in serious trouble. If you are being followed by one of these missiles then you must run away and turn sharply around a corner, keep running until you hear the explosion behind you.



Shambler:

The Shambler is the most feared enemy that quakers will encounter. He will pummell you if you get too close to him or will unleash his lightning bolt attack if you are at long range or try to hide.

Use the Thunderbolt or the Super Nail Gun to destroy this demon, or try using the same technique as you used for the Ogres and keep moving in and out of his weapon range.





Players
One



Cartridge
8Mb



Memory
Yep!

POWER-UPS

Power-ups can be found at certain points through the game, usually near to where you will need to use them. Unfortunately you are not able to turn these items on and off so once you have collected a power-up you must get to the required destination fairly quickly or before the power-up has lost all it's magic.

Armour:

There are three types of armour that can be found each with a different health barrier. When wearing the armour you will only lose armour points instead of health points:

- Green Armour - 100 Points
- Yellow Armour - 150 Points
- Red Armour - 200 Point



There are three different kinds of armour each with different health values.

Biosuit:

When wearing the Biosuit you are able to dive into the slime without taking any damage. This can be used to collect items that are hidden in the slime or to travel along slime filled passages to reach areas normally unavailable to you.



Megahealth:

These large health packs increase your health by 100 points, up to a maximum of 200.

Unfortunately nothing lasts forever and this extra health you have picked up will gradually start to seep away, until

you are returned to your normal health limit of 100 points.

It is a good idea to use this extra health to take on some nasty enemies before it wears away naturally.



Pentagram of Protection:

Nothing can cause you any harm once under the protection of this magic pentagram. You are able to run across lava pits, dive into slime, or if you are feeling really adventurous blast your Thunderbolt underwater.



Quad Damage Rune:

This magnificent magic rune quadruples the killing capacity of all your weaponry. Pick up these power-ups when you are facing a tough battle and you should be able to breeze past the most vicious of enemies.



Ring of Shadows:

This magical ring will make you invisible to all monsters, giving you time to explore a little.

Remember that once you start attacking the magic runs out and you will become visible again.



The ring of shadows will make you invisible to all monsters. They will only notice you if you start shooting them.



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WEAPONS GUIDE

You have a wide variety of different weapons to use throughout the game. Each weapon has certain killing advantages, so making the right choice of arsenal is important for blasing your enemy.

Axe:

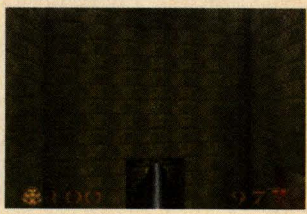
This weapon is always by your side waiting for a chance to splatter some enemies. Normally you will not need to use this weapon, but if you ever run out of ammunition this little brain buster can be extremely useful.



The double-headed axe isn't powerful but is your last line of defence.

Shotgun:

This weapon is best when used at short range, for shooting weaker enemies like rottweilers. You can also use the shotgun for shooting switches, which you cannot reach with your axe.



The shotgun is always at hand when your power weapons are short of ammo!

Double Barreled Shotgun:

This weapon is great when used at close range, better than the shotgun for the main reason that two shots are better than one. Once you have picked up one of these weapons, your shotgun will go into permanent retirement.



Nail gun:

This is a fast firing weapon that unloads a quarry of nails into your target. Try to save your ammunition

for this weapon, as it can be very useful for knocking down Death Knights as well as other quick-moving monsters.



Super Nail Gun:

This weapon will probably become your favourite choice when wandering around in this terrifying world. It fires more nails than the Nail Gun and packs a lot more punch, use this weapon to wound the strongest of your enemies.



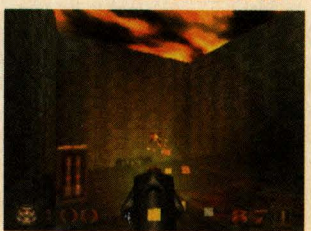
Super nailgun will cut your enemies to pieces in seconds!

Grenade Launcher:

Grenades are an excellent choice when trying to blast several enemies in one shot. You are also able to bounce your shots around corners, enabling you to defeat monsters before they can counter. Grenade blasts are very powerful and can cause you extreme pain if you are standing too close. Be sure to keep a safe distance until the dust has settled.



Grenades produce a large explosion that maims any enemy that is within it's range.



The thunderbolt is a very powerful weapon and can be used to great effect when fighting against a vore or shambler. Be sure to save your ammunition.

Rocket Launcher:

This weapon causes as much damage as the grenade launcher but with unlimited range. Use this weapon to blast creatures on platforms which are high above your head or monsters that are out of grenade range.

Do not use this weapon for killing enemies at close range, the blast can cause you as much damage as your enemy.

Thunderbolt:

This is the ultimate weapon

available in Quake 64. It fires a huge payload of electric current which can rip the most powerful of enemies into tatters.

Ammunition can be collected in the form of power cells, however this weapon uses its charge extremely fast.

NEVER use this weapon when underwater, the cells instantly disperse their charge into the water and your carcass will be returned to the beginning of the level inside a body bag.

MAP KEY

Icons Key:

Weapons & Ammo

- DB** Double Barreled Shotgun
- S** Shotgun Shells
- NG** Nailgun
- SN** Super Nailgun
- N** Nails
- GL** Grenade Launcher
- G** Grenades
- RL** Rocket Launcher
- R** Rockets
- T** Thunderbolt
- C** Cells

Health & Armour

- Health
- Mega Health
- Green Armour
- Yellow Armour

- Ground
- Lava

- Red Armour
- Bio Pack
- Back Pack

Map Features

- Lift
- Switch
- Quake Switch
- Radioactive Crate
- Gold Door
- Silver Door
- Spikes

Keys

- Gold Key
- Silver Key
- Level 6 Rune Key

Power-ups

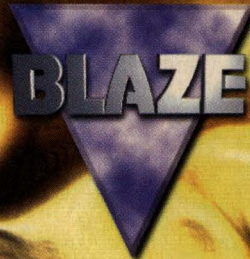
- Pentagram of Power
- Quad Damage Rune
- Ring Of Shadows
- Secret Area

- Water
- Slime

N64

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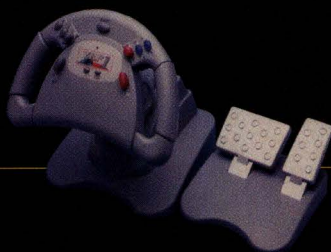
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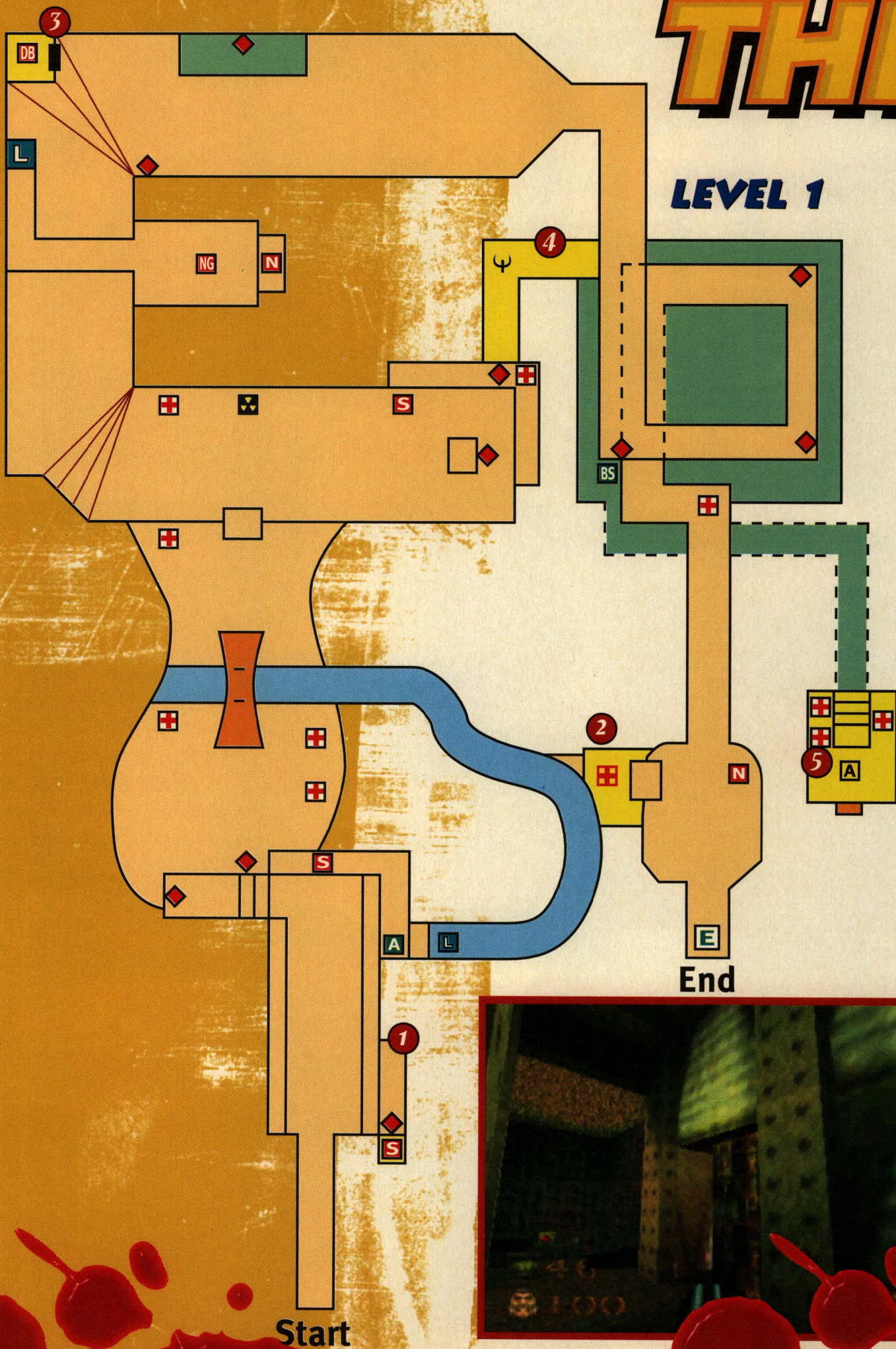
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THE

LEVEL 1





Players
One



Cartridge
8Mb



Memory
Yep!

Publisher:
Developer:

Nintendo
In-house

Game type:
Origin:

3D Platform
Japan

Released:
Price:

1 March
£59.99

SLIPGATE COMPLEX

WALKTHROUGH

Walk down the hall and enter through the door to your left. Blast the grunt standing in your way then activate the switch to lower the lift to the level below. Turn right and splatter the grunt and his faithful rottweiler before crossing the bridge and opening the next door. Stand back and shoot the radioactive barrel against the rear wall, and most of the grunts will be obliterated, then enter and finish off any survivors. Turn left and follow the room killing another grunt and his four legged friend. Continue up the stairs and activate the switch on the right hand wall, this will raise a bridge over the

toxic pool. Battle the three grunts on the other side of the pool and continue along the passage. Turn right and fill another grunt with buckshot before continuing down the steps to the downward slope. Proceed down the spiral slope activating a switch in each of the corners, and destroying several grunts along the way. Once you have activated all three switches the door at the base of the slope will open. Enter through the door and follow the corridor around to the left killing another rottweiler and his grunt guardian. Continue up the sloped passage and walk into the sliggate to exit the level.

Secret 2

Jump into the water to the right of the bridge and follow the watery passage until you discover a small set of stairs on the left hand side. Climb these stairs to

enter the second secret area and collect a mega health. To exit this area jump back into the water and follow the left hand wall, just around the corner is a lift that will return you to the main building.

Mega healths are extremely important for giving you extra health. It will wear down slowly so try to fight as many battles as you can.



Secret 3

Stop on the bridge across the toxic pool and shoot the red button on the left wall. This opens the door to another secret area located to your left. Run into this secret area before the door closes again and you can pick up a Double Barrelled Shotgun.



Secret 1

From the start walk down the hall and jump into the alcove to your right. Shoot the wall at the right end of the alcove and a hidden door will open. Inside this secret area are some shotgun shells.

The first secret area will be explained on screen as you come across it. This only happens once so it will be up to you to find all the other hidden secret areas.



Secret 4

At the top of the sloped passage blast the wall on the right-hand side to open the fourth secret area. Inside there is a quad damage rune to help defeat the handful of grunts that you will encounter on your way down the slope.

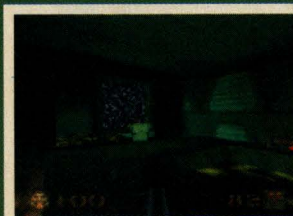
There are two ways to find this secret area. See if you can find the other way to locate this special rune.



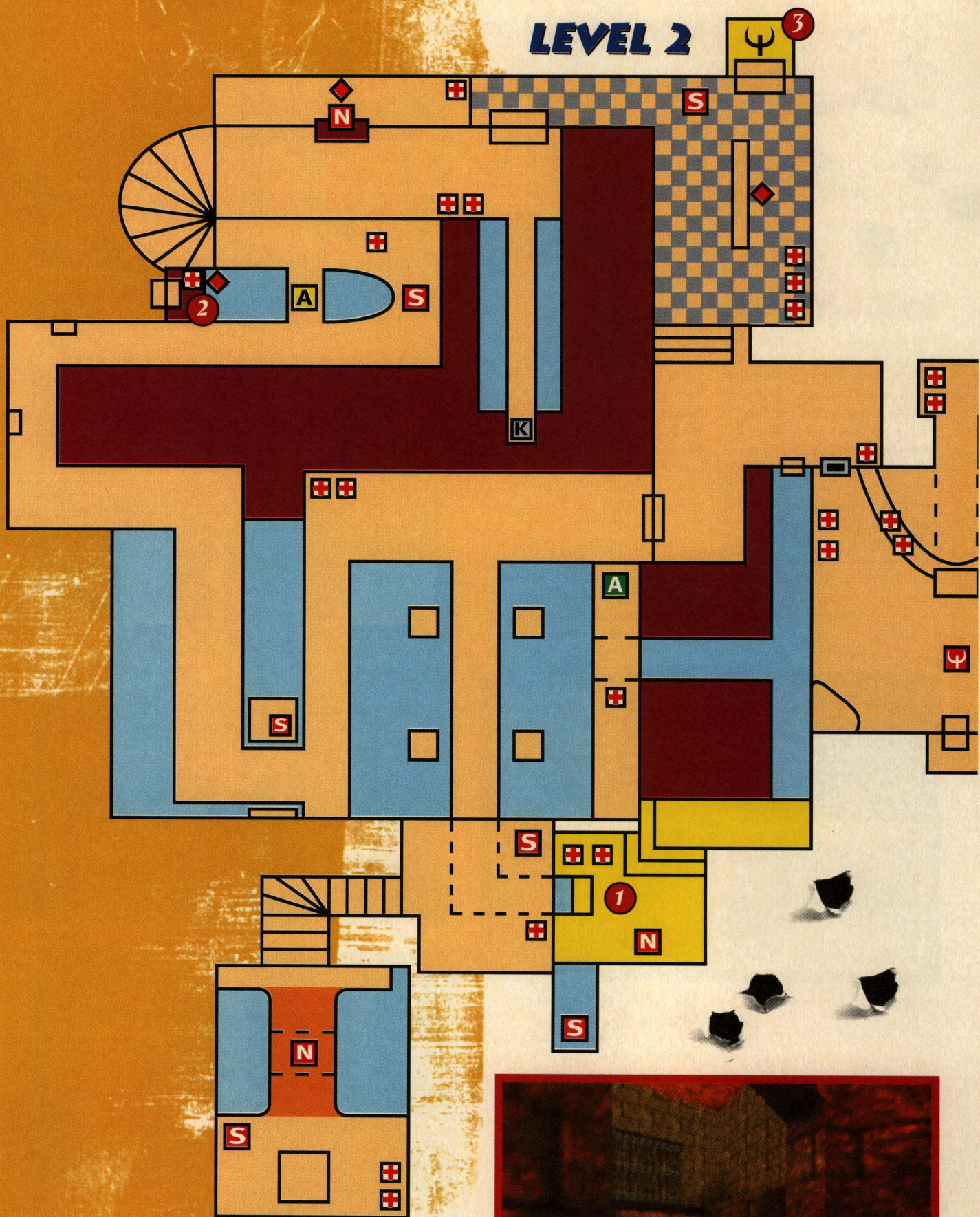
Secret 5

At the bottom of the slope grab the biosuit located to the right of the pillar and then dive into the slime. Underneath the platform is a hidden passage leading to the final secret of this level. Follow the tunnel of slime until you discover a small hole in the bottom of a platform, and then climb through. In this secret area you can collect several health power-ups and some

yellow armour, before jumping through the sliggate to return to the main building.



LEVEL 2



Start





Players
One



Cartridge
8Mb



Memory
Yep!

Publisher:
Developer:

Nintendo
In-house

Game type:
Origin:

3D Platform
Japan

Released:
Price:

1 March
£59.99

CASTLE OF THE DAMNED

67

E
End

WALKTHROUGH

Blast the ogre and the grunt that are walking around in front of you then proceed across the bridge. Climb the stairs and then turn left at the top onto another bridge. Shoot the grunt then charge across the bridge to splat the ogre on the other side.

Turn left and left again and walk along the platform collecting a double barrelled shotgun, then enter the passage to your right. Battle the ogre standing on the platform, then follow the steel bridge through the nailtrap passage.

Another ogre waits for you at the end of the passage, fill him with lead then follow the path around the edge of the room. Climb the stairs and follow the corridor into another large room. The walls to the left will lower releasing three knights, which you will need to shoot quickly.

Enter their little hiding place and activate the switch on the wall, then continue along the hall. Walk across the bridge and collect the silver key from the other side, then turn around and head for the large door.

Enter the door and battle the party of grunts waiting in the room beyond. Continue through this room and descend down a few steps to take on three more grunts who are blocking the entrance to the silver door. Open the silver door and enter into a fight with two ogres. Once the ogres are dead stand on the switch in the centre of the floor and be ready to shoot the fiend who jumps you from behind the next door. Turn around and climb the stairs, shooting the two knights guarding the level exit. With the path clear walk through the large doors to proceed to the next level.

Secret 2

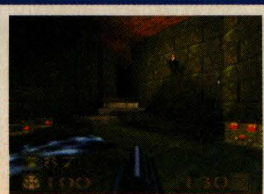
Jump into the water near the yellow armour platform and a small door will open underneath the switch.

Enter this secret area and pick up some health and nails before stepping through the slipgate to return to the castle.



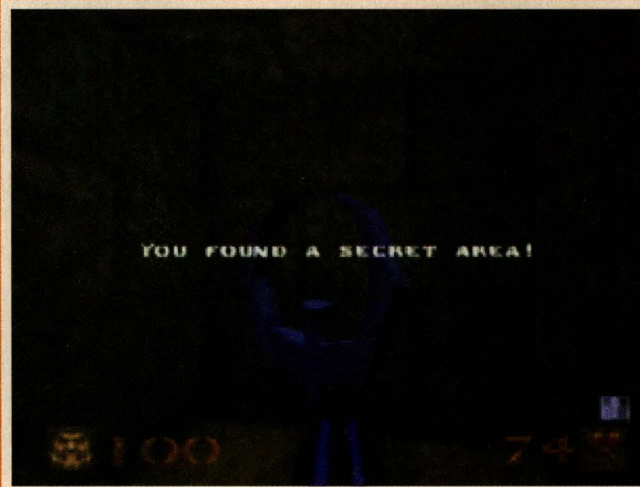
Secret 1

Jump into the water to the left of the large steel bridge and swim through an underwater door to your left. Climb up the steep slope to enter the first secret area. Inside this area you can collect two health power-ups and some more shotgun shells.



Secret 3

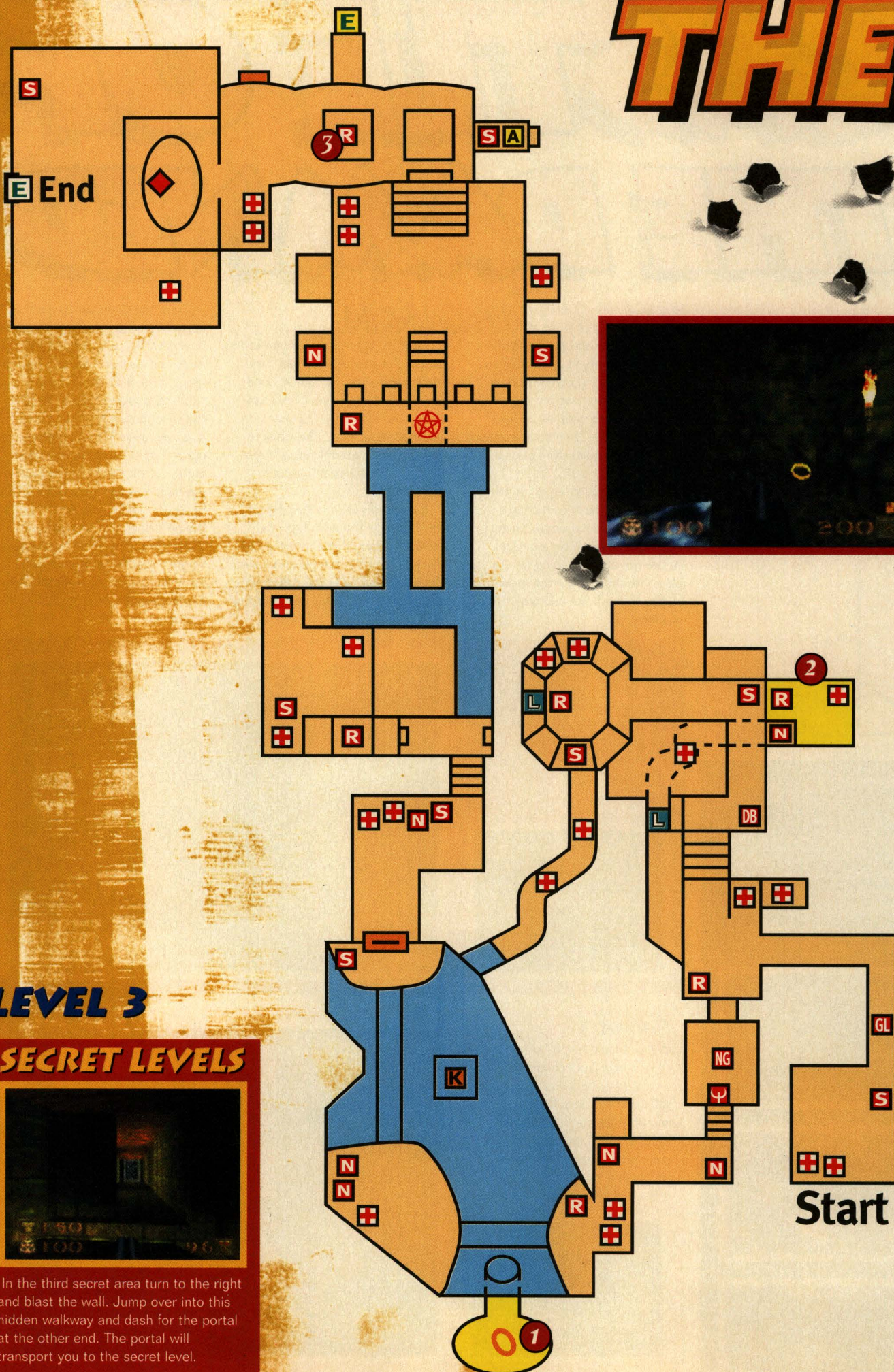
In the large grunt filled room is a small block protruding from the centre pillar. Pushing this stone will open the door to the final secret in the dark corner to your right. Inside this secret area is a quad damage rune which will help you to win your battle on the other side of the silver door.



THE

Quake
Solution

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LEVEL 3

SECRET LEVELS



In the third secret area turn to the right and blast the wall. Jump over into this hidden walkway and dash for the portal at the other end. The portal will transport you to the secret level.



Players
One



Cartridge
8Mb



Memory
Yep!

Publisher:
Developer:

Nintendo
In-house

Game type:
Origin:

3D Platform
Japan

Released:
Price:

1 March
£59.99

NECROPOLIS

WALKTHROUGH

Run forwards and grab the grenade launcher then turn the corner and splatter a group of zombies. Continue along the passage blasting the caged ogre at the end, then retreating whilst shooting another ogre that will attack from your right hand side. When the ogres are dead return to the bottom of the stairs and follow another set of stairs leading down to the right. Splat another ogre and collect a double barrelled shotgun from the corner then continue along the corridor. Walk across the bridge into a small circular room and use the lift against the far wall to lower yourself down to the next floor. Collect the rockets and then follow the gloomy passage, slaughtering zombies as you go. Jump into the water and follow the passage until you find yourself in a large pool, turn left and pick up the gold key.

Stand still for a second and launch a few rockets into the zombie filled depths before racing back the way you came. Stand on the bridge and grenade the two zombies staggering about below you, then drop off the bridge and follow the passage where you will discover a lift. Ride the lift up to the caged area and blast the ogre to your left, now collect the armour and step on the switch to open the cage door.

Enter the door to your right and shoot the switch to lower the floor. Follow this gloomy passage to the end and then drop down into a large room. Use your super nailgun to splatter the scraggs guarding the bridge, then cross the bridge to open the gold door. Pass through the door and turn to the right battling with another scrag and continue along the hall. Follow the stairs down to the bottom and then



dive for the right hand wall to avoid having your face removed by a large flying rock. Drop down into the water and follow the watery passage until you find a junction. Turn right and then continue up a banked slope into a large room with a ogre throwing grenades from a high platform. Blast this monster then climb the steps up to his platform, collect the rockets and activate the switch on the rear wall. Launch a few grenades over the ledge before climbing back down, as there are several zombies waiting for you.



Through the large wooden doors wait some more zombies and two ogres above your head on small platforms. Splatter the zombies with a grenade before following the corridor to another set of large wooden doors. Pass through this door and activate the switch on the rear wall, the ceiling will split and you will be carried up to the next floor. In the huge room at the top two fiends are waiting for your appearance. Keep on your toes and slaughter these beasts before stepping through the door to exit the level.

Secret 1

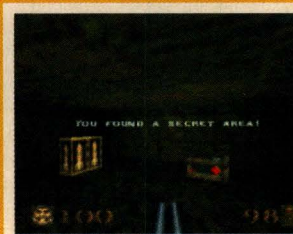
In the large pool where you found the gold key, there is a small hole in the floor leading to an underwater secret. Beside the far wall in the



dark area, you will begin to sink. Wait until you are fully submerged then swim to the hole on the other side of the wall. Inside this area you can find the ring of the shadows, remember the magic only works if you are not firing at any enemies.

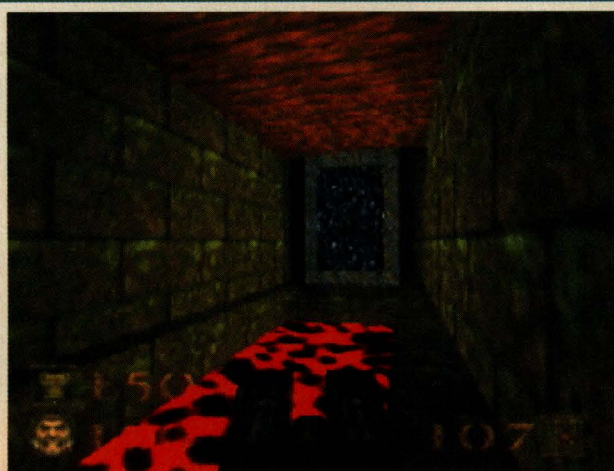
Secret 2

Drop off the small bridge and locate some nails in a small crevice. Shoot the wall behind the nails to reveal the second secret area. Inside this small room you can find some rockets and a health power-up.



Secret Level

On the second platform in secret area three, shoot the wall to the right to reveal a hidden passage. At the end of this small passage is a slippgate granting you access to the first secret level. However, the moment you touch the floor in this deadly passage, it will begin to slide open revealing a nasty lava filled pit underneath. To enter the secret level you will need to run along the side of the wall and jump into the slippgate before the floor disappears completely.



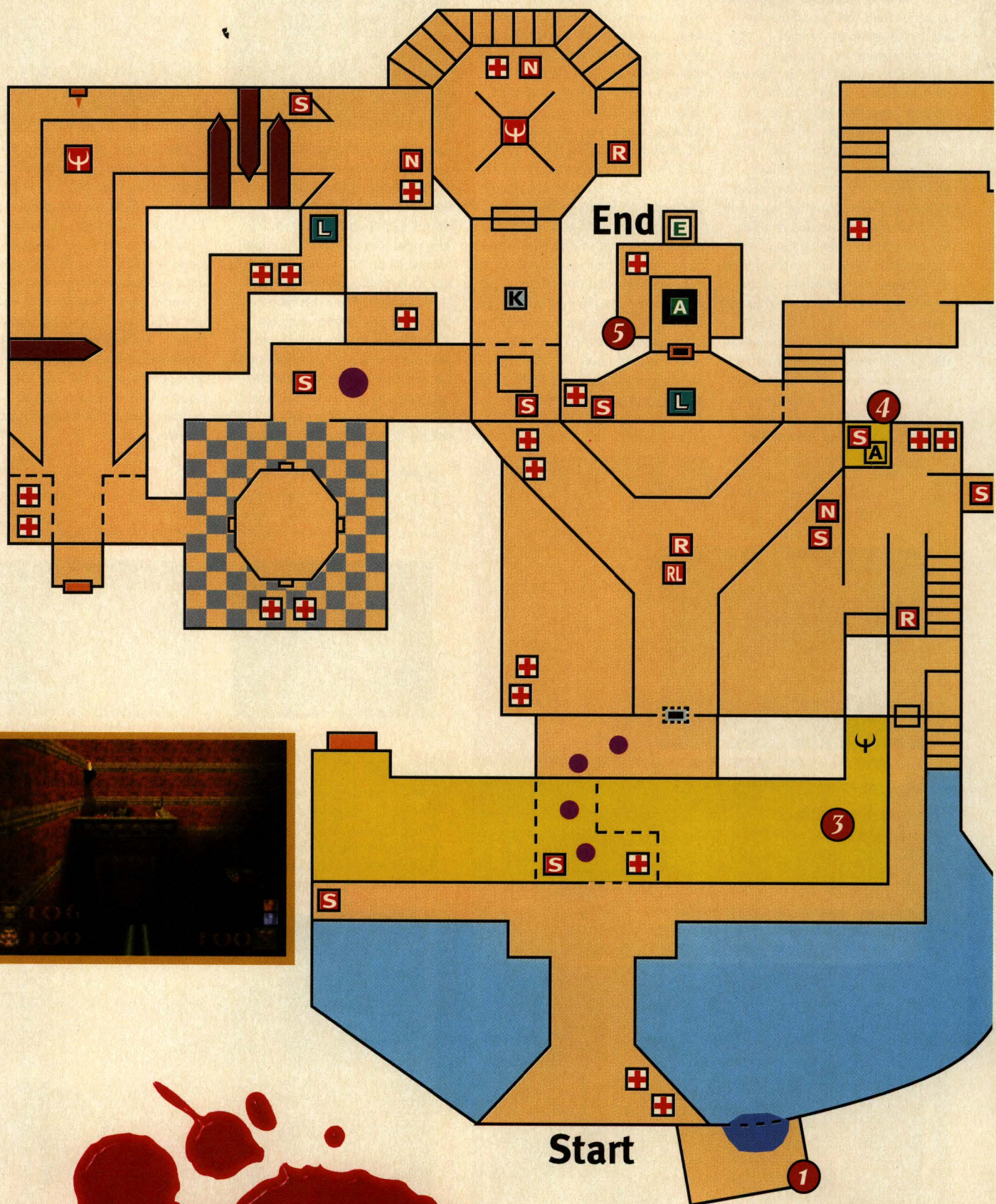
Secret 3

Shoot the two ogres that are high up on the platforms, then you will need to open the bars behind you allowing you to get the yellow armour. Shoot the wall behind the armour to open a hidden door and enter the slippgate behind. You'll be transported to secret area three above the floor you were just on. Jump over to the next platform to collect some rockets and discover the entrance to the first secret level.



GLOOM KEEP

LEVEL 4



WALKTHROUGH

Walk straight into the castle and follow the corridor to the left blasting several knights intent on stabbing you. Avoid the patches of light inside the passage or you will set off some nailtraps. At the end of the corridor you will find a large room with a Y-shaped platform, kill the waiting knights and then blast

the ogre who is launching grenades at you from the ledge above. Enter the room and take the path to the left blasting another ogre hidden around the corner. Follow another short passage and then enter a dimly lit room on your left hand side. Shoot the knights here and quickly pick up the items before you

to fight two fiends that lurk in the darkened pit below you. Once you have killed these monsters you are able to jump in the slippage to return to the start of the bridge. Alternatively you can enter a small passage to the left that contains plenty of power-ups and will lead you to a lift that will place you on the other side of the bridge.

Once across this perilous platform turn to the left and nail the advancing knights, before climbing the stairs to the top. Blast the scrag and then continue to follow the corridor into a small room with an ogre and a door. Gun down the ogre and then step onto the switch on the floor to open the doorway. Splatter the knight and then proceed forwards to collect the silver key, then drop through the hole in the floor to return to the Y-shaped platform. Now take the path to the right and climb the stairs blasting the knight that stands in your way. At the top of the stairs enter a dimly lit room

on your left hand side and battle with an ogre and some more sword wielding knights. Then climb the stairs out of this room and then nail several knights as they descend on to where you're standing. Arm yourself with your super nailgun and then step through the portal to collect the gold key and battle with a shambler.

When the battle is won exit this room and slaughter the fiend waiting in the corridor. Continue along the passage and then enter the room on your right. Walk down the stairs and kill the two ogres waiting here, then find a passage leading away to the left. In the next room are a handful of health power-ups and the silver door. Open the door and press the switch on the rear wall, which will activate the lift behind you giving you access to the top floor. Jump onto the lift and enter the gold door at the top. Now drop through the hole in the floor and walk into the portal to exit.



get cut to pieces by the central nailtrap. Exit the room via a door to the right and you will find a long bridge guarded by a couple of scrag. Splatter the scrag then carefully follow the walkway to activate the switch on the corner. Proceed along the walkway moving carefully past the moving bars that will try to push you off. If you are knocked off the ledge you will need

Secret 1

From the start turn right and jump into the moat. Swim along the wall opposite the castle entrance and you will discover a small underwater niche. Swim into the niche and then surface to discover a mega health and some nails in this secret area.



Secret 2

Jump and bump your head onto the torch above the super nailgun and a hidden door will open in the far wall. Enter the second secret area and pick up some yellow armour, before standing on the floor switch to open the door to exit.

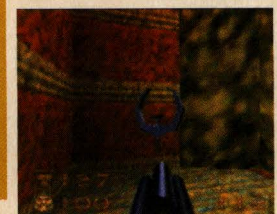


Secret 3

At the top of the stairs there is the portal that carries you to the gold key. Run around the portal and enter the device from the rear, and you will be transported to the top of the castle and secret area three.



Run around the edge of the keep and collect a quad damage rune, before re-entering the portal.



Secret 4

After collecting the gold key and fighting the shambler, follow the corridor to the room with the ogre in the top corner.



Climb the stairs and then jump over the gap to land on a thin wall the other side. Use this thin wall to run and jump onto the corner post where the ogre was positioned. In this secret area you can collect some yellow armour and some shotgun shells.



Secret 5

Before passing through the exit portal to the next level, turn around and blast the wall opposite. A hidden door will open revealing some green armour in the final secret area for this level.

This secret area can be found behind the wall opposite the portal.



THE DOOR WALKTHROUGH

Collect all the items on the platform then lean over the ledge and shoot the ogre below. Drop off the ledge and stand on the switch to open a door at the end of the passage to your left. Run down the corridor and blast the waiting ogre, now proceed through the door and along the corridor to the right. Activate the switch on the wall and then turn to your right to splatter another ogre.

Quickly run along the passage and into a large dark room with another switch upon the far wall. Activate the switch then turn to your right and grenade the two ogres waiting in the windows. Now drop through the hole in the floor



and follow the steps down into the depths. At the end of the passage turn to the right and run for the mega health at the end of the corridor. Now blast the ogre coming at you from behind and the

the zombies to your right then activate the switch on the wall. More zombies will appear waiting to be blown to tiny pieces and a bridge leading to a door on the other side of the lava pit. Enter this small room and activate the switch on the floor, to form a bridge across the next terrifying pit. Return across the bridge and climb the stairs on your left hand side. The door here will be open now and you can pass through the door and into the portal inside.

You have returned to the start point again, so drop off the ledge and turn to the right. Walk across the steel bridge and collect the gold key, then turn around and blast the fiend behind you. Return across the lava pit and open the gold door on your right hand side. Kill the two ogres waiting to ambush you then pass through the door. Activate the switch to your left then run along the passage into another dark room.

Stand on the floor switch to open the next door and have a high powered weapon at the ready. Blast the shambler advancing towards you then enter the room to collect some yellow armour. To finish this level take a dive into the portal in the floor.



bars that seal off the lift will open. Ride the lift up and destroy the ogres around the lava pool, then collect the silver rune key and exit through the portal on the far side.

You arrive back at the start so turn and follow the passage that runs underneath the ledge you started from. Carefully walk across the thin walkway to the far side then battle with several ogres appearing from the room to your left. Enter this room and splatter

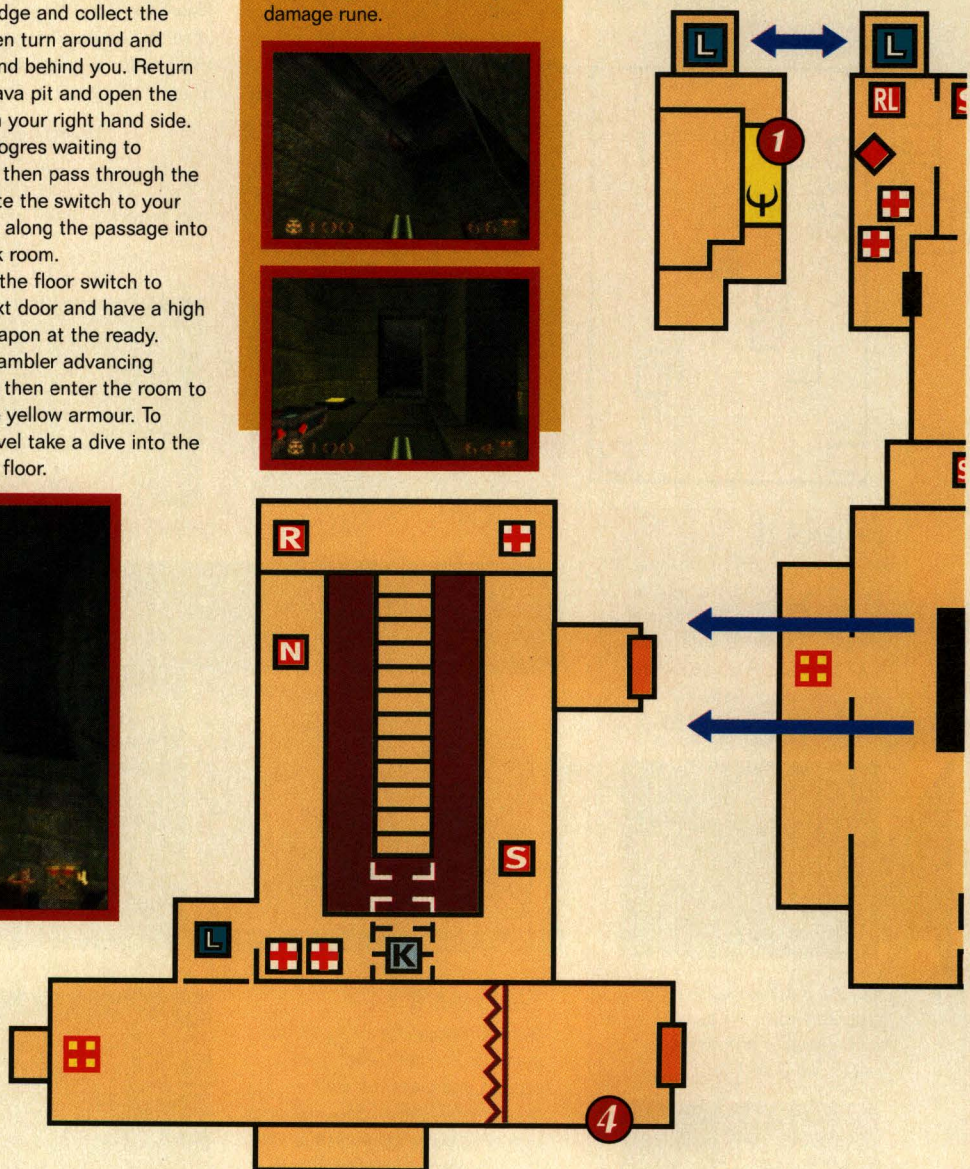
Secret 1

This first secret is really well hidden, but I shall try to explain it to you. Firstly you need to shoot the switch to open the lift door. The switch is located high on the left wall next to the rocket launcher and health power-ups. Once you have activated the switch a door will open ahead of you with a lift inside. Ride the lift to the top then peer carefully of the edge. You will see another ledge to the left just underneath you, which is the secret area you are looking for. Jump onto this lower ledge and collect a quad damage rune.



Secret 2

After activating the floor switch to form a bridge to the gold key. Return across the bridge and shoot the red switch on the central pillar. Turn to your left and race for the door to secret area two. Inside this small dark room are some rockets for you to pick up, and the entrance for secret area three.





Players
One



Cartridge
8Mb



Memory
Yep!

Publisher:
Developer:

Nintendo
In-house

Game type:
Origin:

3D Platform
Japan

Released:
Price:

1 March
£59.99

TO CHTHON

Secret 3

Run down the stairs and into the portal to access the third secret area. You will appear on an empty ledge above your original starting position. Leap across the gap to collect a mega health from the ledge which is opposite.



Secret 4

To get the final secret area on this level, retrace your steps into the corridor with the moving spiked wall. This time the wall



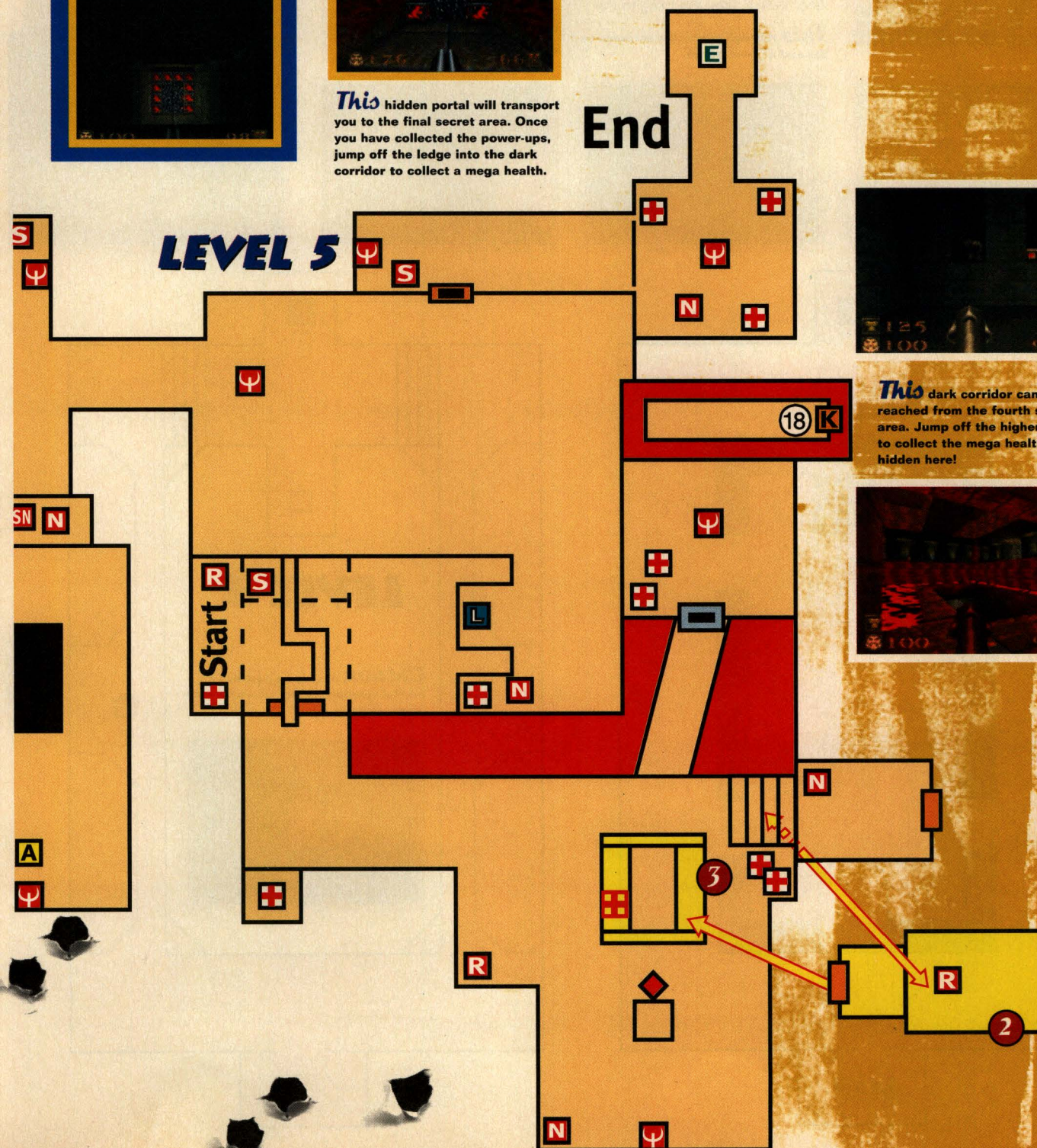
This hidden portal will transport you to the final secret area. Once you have collected the power-ups, jump off the ledge into the dark corridor to collect a mega health.

should be out of your way and a portal stands in it's place. Walk through this portal to collect a super nailgun and some nails. Also from this secret ledge you are able to jump into the dark corridor from where the two ogres were shooting through the windows. Inside this area you can collect a mega health.



End

LEVEL 5



This dark corridor can be reached from the fourth secret area. Jump off the higher ledge to collect the mega health that's hidden here!



THE HOUSE OF CHTHON

WALKTHROUGH

Run forwards and collect the rune key, then retreat back into the passage. Do not waste any ammunition trying to shoot Chthon, you can't damage him this way. Instead run around the lava pool to

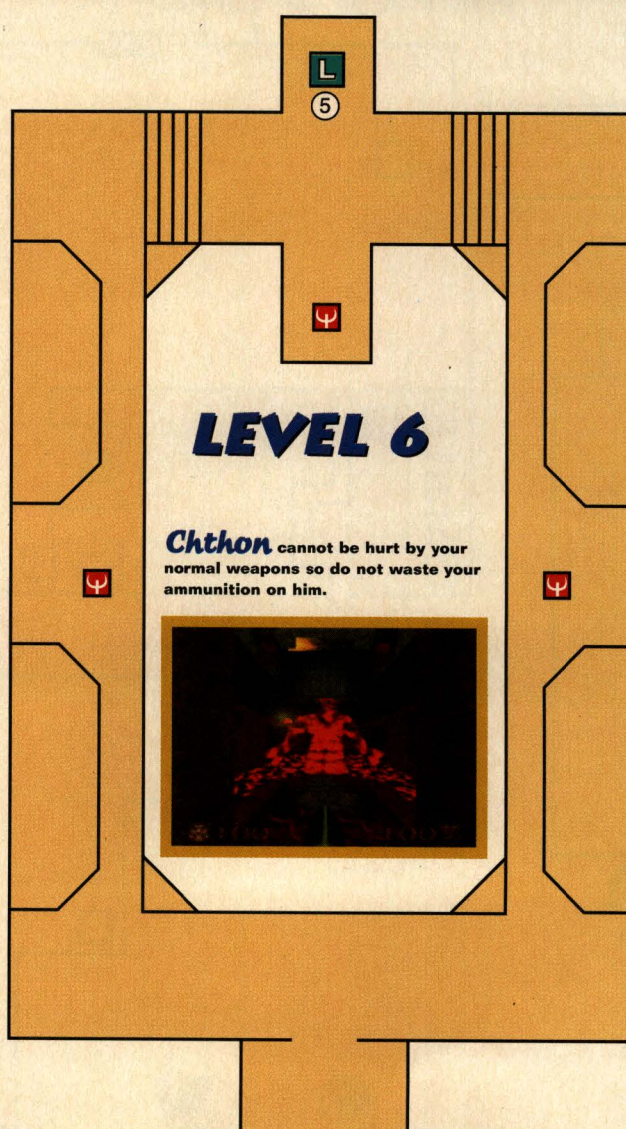
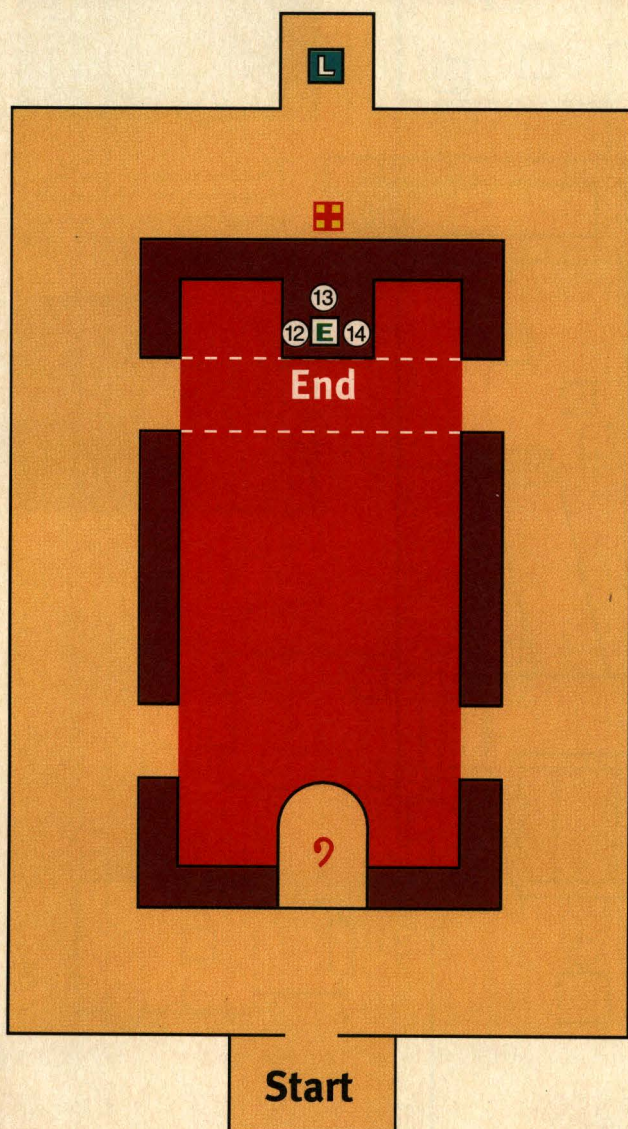
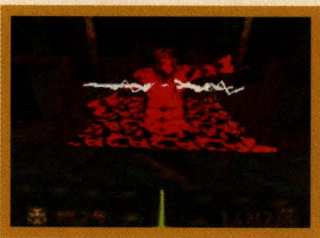
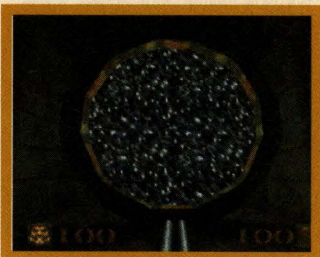
the opposite end and collect a mega health. Now jump into the lift opposite and rise up to the first floor. There are three switches on this floor which need to be pressed to operate your only weapon against this mammoth foe. Run to the right and along a thin walkway, pressing the floor switch in the middle, and continuing to the other side of the lava pool. Now continue to run around the pool, following the walkway and pressing another floor switch, then returning to the

This red sigil marks the entrance to the end of level portal.

area in front of the lift. To complete the sequence step on the floor switch in front of the lift and you will unleash a high voltage charge directed at Chthon. You will need to complete this sequence of three switches several times before Chthon dives back into his lava pit.

Once Chthon has returned to his lava pool, you will be able to leave. Return to the ground and locate a small bridge across the lava.

Walk across the bridge and dive down the hole marked with a red sigil, then pass through the portal to part two.



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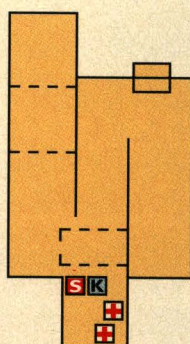
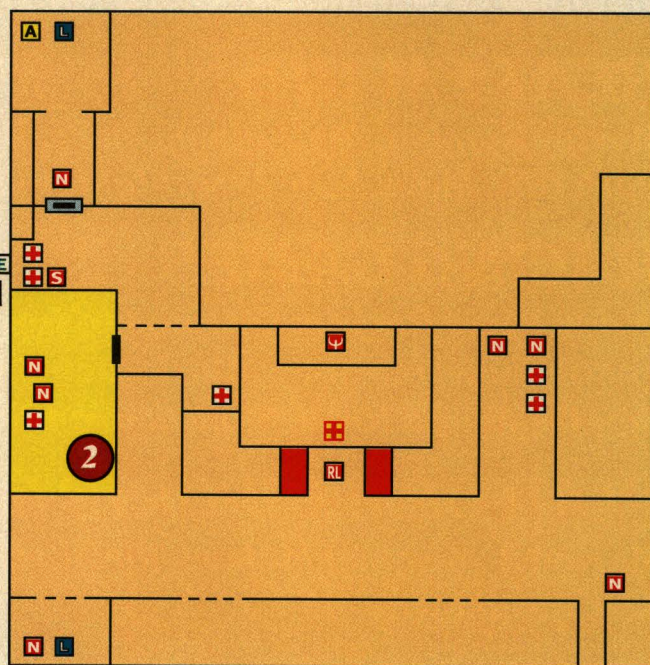
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Actual Soccer 2, FIFA '98, NBA Hangtime, NBA Live '98, Total NBA '97, Three Lions, World Cup '98, Adidas Power Soccer, Madden, NFL '98, NFL Game Day '98, World League Soccer '98.

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ZIGGURAT



VERTIGO

WALKTHROUGH

The first thing you will notice about this level is that the gravity has been nullified, so each time you jump you will keep travelling up until you bump into something. As soon as your feet touch the ground turn to the left and find the lift located just around the corner.

Get out on the first floor and blast a pair of ogres stood in your way, then turn and follow the passage to your right. Splatter a scrag and then rocket the ogre at the far end of the passage before entering into the room on your right hand side marked with crosses. Walk towards the wall with the red sigil and turn to the left, then carefully jump up onto the ledge above. Shoot the ogres gathered

here then walk up the planks to the central platform. Collect the mega health and activate the switch on the wall, then drop back down to the lowest level.

Walk into the central pyramid and collect some yellow armour, then continue into the next room. Jump up to the ledge on your right hand side, splat the ogre and then activate the switch on the wall. Follow the walkway to the end then drop off to the right and enter another lift. You will exit the lift in front of the silver door, and will need to use your rocket launcher to blast several ogres firing at you from your left. Jump up to the ledge above the silver door and battle the shambler on the roof to



Jump onto this thin ledge from the corridor below. Jump just to the left of the red sigil on the wall.

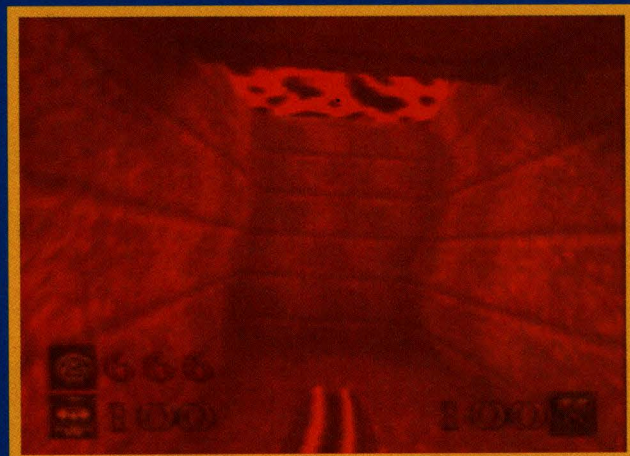
your left. With the shambler gone move to the left and jump onto the central area, and activate the switch hidden inside the alcove. Now turn around and walk off the platform directly opposite the switch and onto the platform below. Splatter the approaching ogre then



walk down the stairs and collect the silver key from a small room. Be ready to shoot the attack party approaching from behind then head for the silver door. Splatter the trio of ogres waiting for you and then walk through the portal to your right to exit this level.

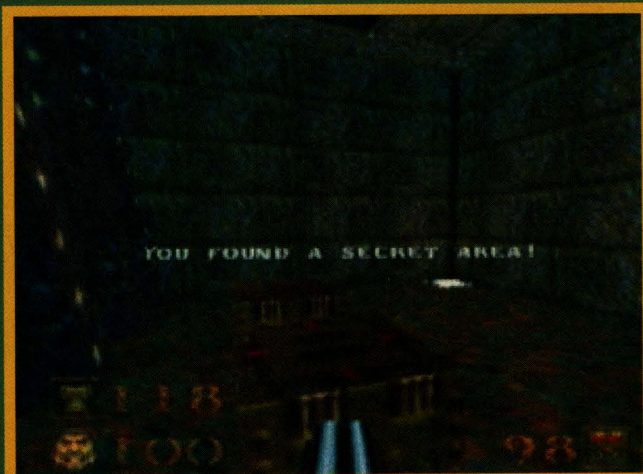
Secret 1

To access the first secret area on this level, grab the pentagram of protection from in front of the pyramid. Now dive into the lava to the right and sink to the bottom. Turn to your right and swim through a small passage, when you surface the other side you will be inside secret area one. Pick up some health and a quad damage rune before walking into the slipgate to return to the front of the pyramid.



Secret 2

Through the silver door walk past the exit portal and around the corner. On the right hand wall is a sunken piece of wall, which will open when shot. Inside this secret area are some shotgun shells for you to pick up.



THE OGRE

WALKTHROUGH

Pick up the items that surround you and then shoot one of the switches on the other side of the ravine. Kill the fiend that will leap out at you, then shoot the other switch to activate the bridge. Once across the bridge, kill the ogre and then

continue to the end of the passage. Look out for the nailtrap concealed in the wall on the left and continue around the corner. Kill the swarm of knights that lie in wait here and then walk up the stairs to take care of the ogre firing grenades at you

from afar. Now turn right and follow the stairs down and turn left in front of the gold door. Waste the ogre here and then proceed to follow another spiral staircase upwards. At the top blast the knight and the waiting ogre and then continue to move up the stairs. On the next floor kill the knights that will charge towards you and then continue to the end of the corridor making sure you trample on the switch in the middle of the floor.

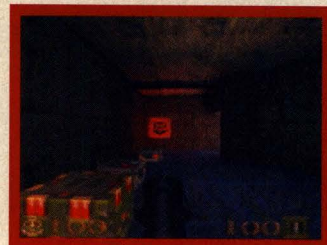
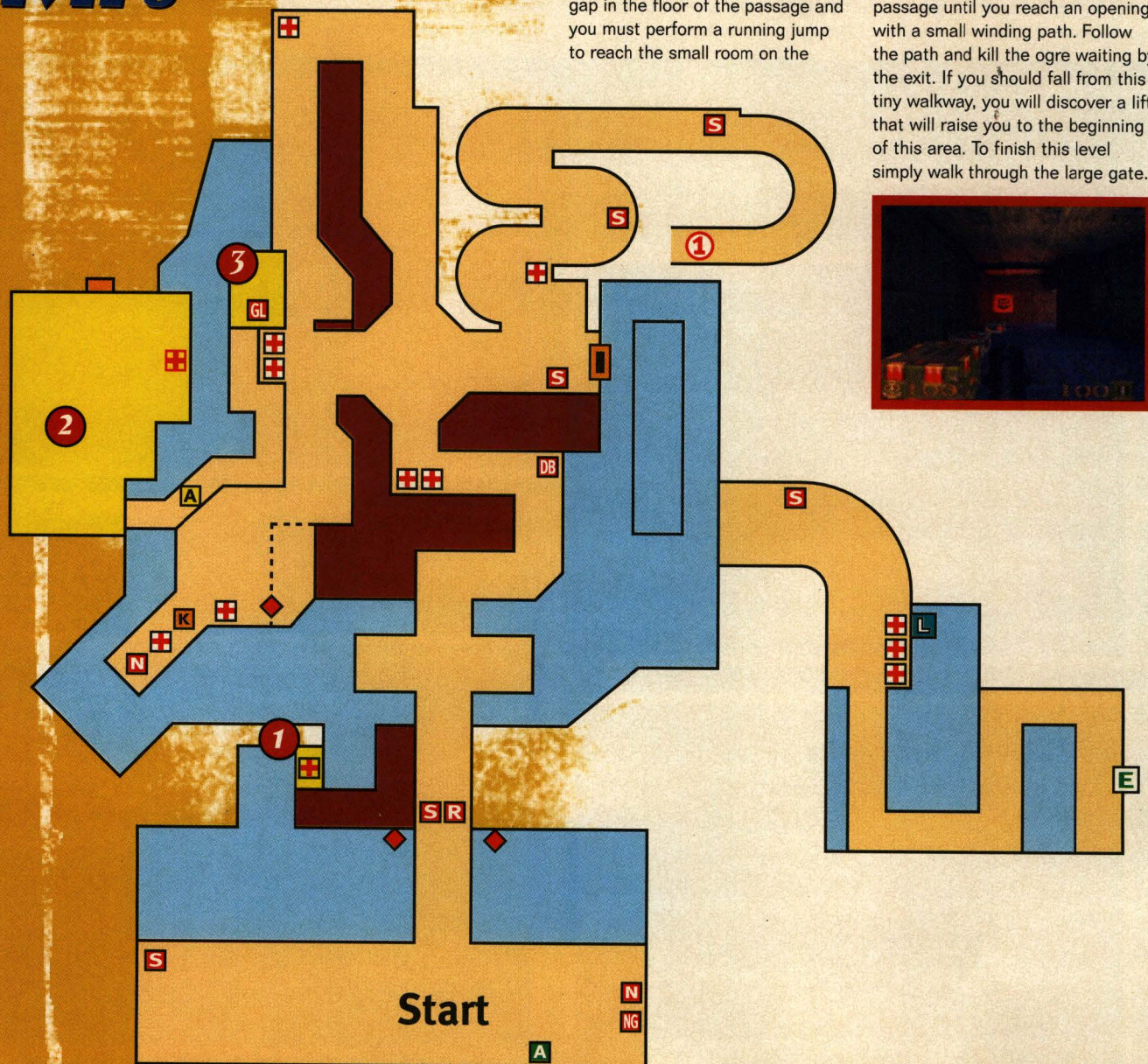
Around the next corner you will find a quad damage rune and an array of monsters for you to kill. Grab the run and run along the passage wasting a knight, several ogres, and a fiend. You will reach a gap in the floor of the passage and you must perform a running jump to reach the small room on the

opposite side. When you activate the switch here you open the gate that conceals the gold key and will be pushed into the room below. You must now battle with a Shambler in this confined area, with quad damage weapons this fight should be a breeze. Collect the gold key and then shoot the red switch on the wall to open the exit. Now follow the corridor to the end and continue around the corner. There may be a few more ogres waiting here now, so lay them down and enter through the gold door.

Blast the fiend that guards the platform and then use a few grenades to drop the Zombies waiting in the corridor at the end of the platform. Proceed along this passage until you reach an opening with a small winding path. Follow the path and kill the ogre waiting by the exit. If you should fall from this tiny walkway, you will discover a lift that will raise you to the beginning of this area. To finish this level simply walk through the large gate.



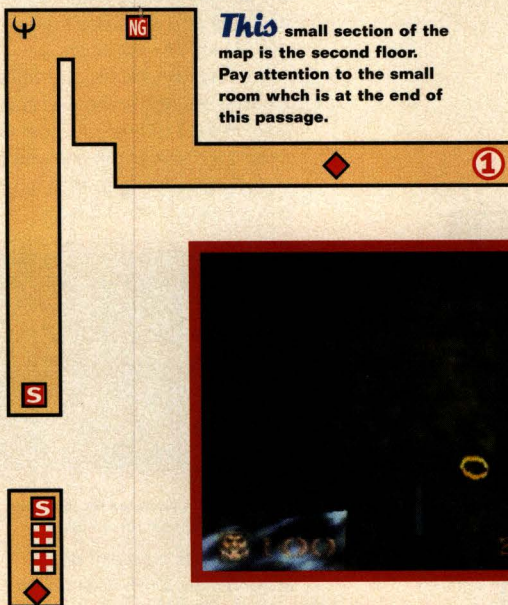
LEVEL 8



CITADEL

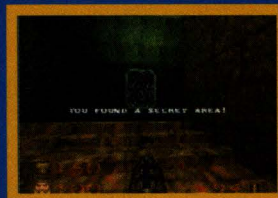
Secret 1

Jump into the ravine to the left of the bridge and destroy the waiting fiend and zombies. Enter the small passage that runs underneath the castle and ride the lift up to a secret area. Collect a mega health and then follow the watery passage to the right. Ahead of you is a lift that will return you to the castle entrance.



Secret 2

When you take a look out of this window you will see a couple of knights and an ogre waiting to greet you. Shoot these monsters from the safety of your window seat and then carefully jump onto the small ledge on the other side. Turn left and follow the small gangplank and pick up some yellow armour. Continue along the walkway and then enter a small room with a mega health and a slipgate. Top up your health levels and then jump through the window, it's time to find secret three.



Don't use the portal in this secret area. Instead leap from the window into the water and head to your left.



Secret 3

Drop into the water turn left and follow the passage under the castle. Turn around and climb the stairs to discover the final secret. Pick up the grenade launcher and then return to the inside of the castle through the door that has just opened in front of you.



At the top of these stairs lies the third secret area. You need not head back to the water, a door will open to your left.



THE CRYPT

Quake
Solution

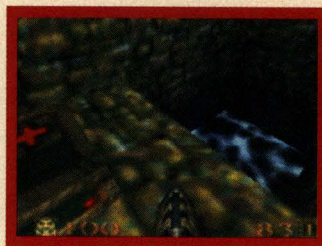
80

WALKTHROUGH

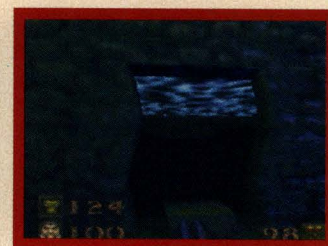
Collect the items and ride the lift to the floor above. Blast the ogre and death knight that are standing on the bridge and then cross the walkway to the T-junction. Turn right and follow the passage to the

end, pausing only to slaughter a death knight and another ogre. Hit the switch located in the alcove and then cross the raised walkway to your left. Load your grenade launcher and splatter the zombie that is waiting on this path, then continue to the end. Activate the switch on the right hand wall and then throw a few grenades through the window to obliterate the monsters there.

Retrace your steps back to the T-junction and take the left hand path this time. Enter through the door and follow the passage over



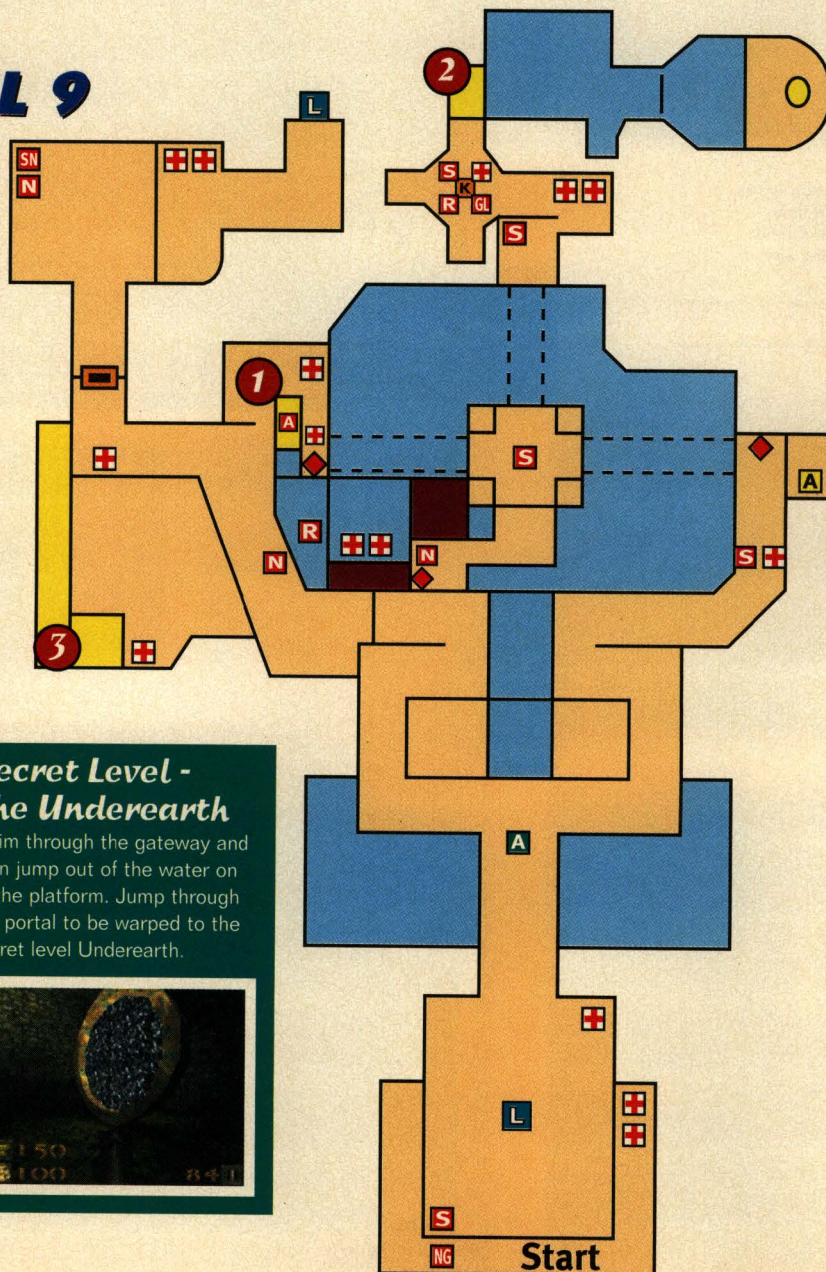
the bridge until you arrive at another T-junction. Proceed along the corridor directly in front of you, activating the switch on the wall at the far end. Turn left and walk across the new bridge platform turning left again at the cross-roads. Once into the corridor you will discover some spikes which will



pierce you as you pass through. To minimise the damage you will take here, the spikes will spring forward if you side-step up to them carefully, now just wait until they retract back into the wall before dashing through the gap. On the other side of this little trap is a small room with lots of items to pick up, as soon as you collect the gold key you will be ambushed by two death knights.

Return to the cross-roads and turn right, then follow the path back to the bridge. This time take the path to your right and then open the gold door. Backtrack quickly and nail the shambler advancing towards you, with this monster out of the way you may now proceed through the gold door. Drop the death knight and climb the stairs to the right, then throw a few grenades over the ledge to

LEVEL 9



Secret Level - The Underearth

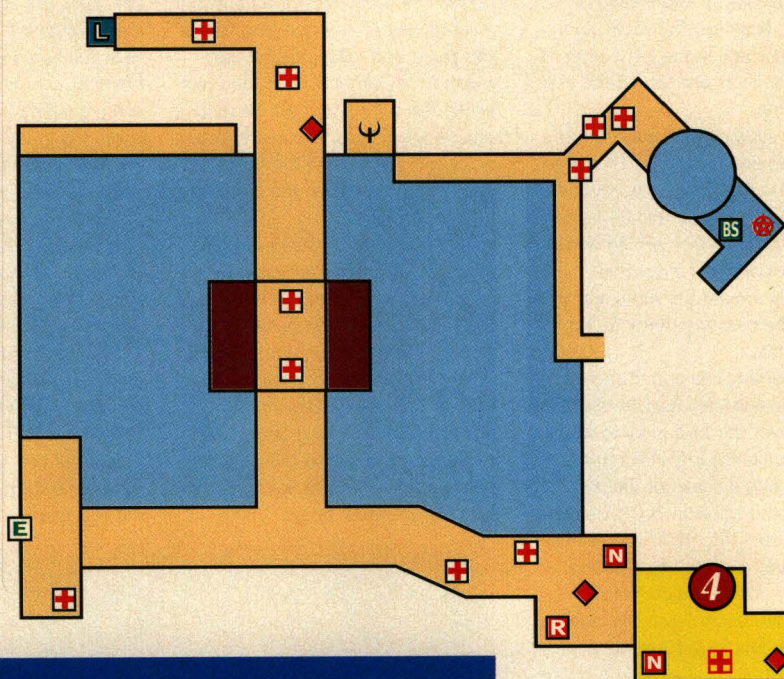
Swim through the gateway and then jump out of the water on to the platform. Jump through the portal to be warped to the secret level Underearth.



Kill these enemies by throwing grenades through the window.

obliterate the ogre and death knight below. Drop down to the lower level and then climb the stairs and onto the lift at the end of the corridor. On the next level turn right and prepare to dance your way to the switch at the far end of nailtrap hall, you will probably get punctured by one or two so try to move quickly. Activate the switch and then proceed across the bridge splattering the death knights along the way. On the far side of the bridge is another T-junction from where several ogres will try to ambush you. Walk to the junction and then backtrack luring the monsters out into open ground, once this battle is over take the right hand turn and proceed through the door to exit this level.

OF DECAY



Secret 1

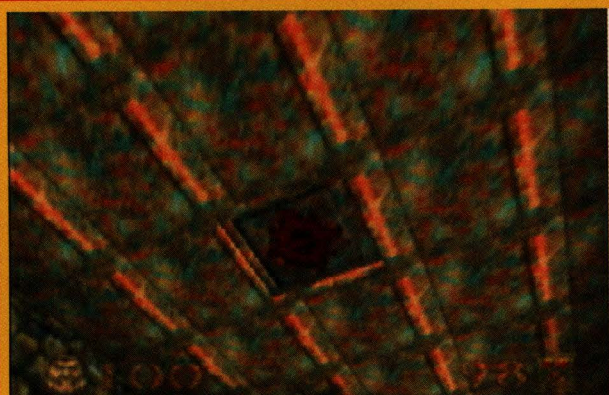
Jump into the water near the cross-roads and head left. Swim through a small door way and you will discover a set of stairs on your right hand side. In the secret area at the top of the stairs you will find some red armour and a slippgate exit



Secret 4

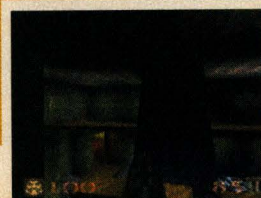
On the ceiling in front of the shamblers mighty seat is a small switch. When you shoot this switch a step platform will rise in front of the huge chair and a hidden door will open into secret area four. Inside this area you can find some nails, mega health and the switch to lower the gate that currently blocks the entrance to the secret level.

Shoot this switch on the ceiling, to open a door above the shamblers throne. Inside this secret area is a switch to open the entrance to the secret level.



Well of Wishes

This area is rather special and very difficult to get to. On the final bridge at the end of the nailtrap hall is a small alcove on the left hand side. Jump into this area to pick up a quad damage rune and then jump onto a small ledge along the left wall. Follow this ledge until you find an opening and jump into this health filled corridor. Once you have topped up your health level you can now take a dive into the well of wishes. Lying on the bottom of this well hidden area you can find a pentagram of protection and a biosuit. Now you can simply open the secret door leading to the underwater chamber where you previously saw the barred gateway to the secret level.



Secret 3

Opposite the gold door are two zombies stood on a platform. Splatter this gruesome twosome with a grenade and a secret door will open in the wall to the left of the gold door. Follow the corridor to the end, and collect some rockets from this secret area.



Secret 2

After you collect the gold key and defeat the death knight ambush, you can open a doorway to the second secret area. Enter the small crevice on the right and shoot the wall at the other end. The hidden door will open and you can collect a mega-health from the platform and some yellow armour hidden in the water. You will also notice an underwater door that is currently blocked, this leads to the entrance of the secret level.



Under the water in this secret area you can find a blocked passage. Inside here lies the secret level.

THE WIZARDS

WALKTHROUGH

Collect the items in the first room then proceed up the stairs. Blast the two ogres guarding the rocket launcher and then run past them to the end of the walkway catching the lift up to the next level. Use your rocket launcher to splatter the remaining ogre and then approach the bridge. Keep your weapon ready to blast the fiend waiting around the corner, then enter the castle. Inside the keep turn left, and follow the corridor to a pool. Destroy the waiting ogres and then activate the switch on the far left hand side to raise a new walkway on the opposite side of the pool. Retrace your steps back to the junction and continue along the path to the right of the bridge until you arrive back at the poolside. Waste the scrag hanging around by the ceiling and then walk across the platform you just raised and into another corridor.

Pick up the green armour and a health power-up and then enter the next large room. Once you have grabbed the attention of the waiting troop of ogres, jump back into the corridor and open fire with your grenade launcher. Once these enemies are out of your way, enter the room again and clear up all the items there. Now hit the switch on the right hand wall to open a small hidden panel concealing a fiend,

health power-up and some red armour. Now exit the room via a small passage in the left corner of the room and continue up the stairs to the top.

Arm yourself with your rocket launcher and then enter this large room. There are ogres everywhere so take careful aim and be sure to watch for grenades raining down on you from above. Follow the walkway around the room and then enter the passage that's on the other side.

Proceed to the end of this short passage and then leap from the ledge over the toxic pool to where the biosuit waits. Quickly turn around and dispose of the two fiends who will launch themselves at you from the other side of the toxic pool, grab the biosuit and then run for the mega health positioned underneath the ledge that you just jumped from.

Now return to the solid platform and kill the ogre in the window opposite. With this monster out of the way you can shoot the two switches on either side of the second toxic pool, to raise the platforms needed to cross this treacherous area. If you fall into this pool you must follow the underslime passage to a small lift that will take you back to the beginning of the obstacle.

Once on the far side of this second pool turn left and proceed across the bridge where a fiend and a scrag wait to surprise you. Climb the stairs and follow the balcony round to the other side of the room killing the scrag that are floating around here. Enter the next balcony and again run around the ledge and enter the passage on the opposite side of the room.

At the top of the stairs another fiend waits for your arrival, keep your super nailgun at the ready and blow this beast away. Follow the walkway to the other side of the bridge and activate the switch to operate the lift. Exit the lift and obliterate the sleeping ogre, then follow the passage to the right blasting the ogre attempting to grenade you from above. Jump

onto the lift and then kill the waiting scrag before continuing up the stairs and diving into a water filled passage. Under the water here you can find a small alcove on the right containing nails, rockets and a quad damage rune. After collecting these items jump out of the pool and blast the two ogres waiting on the stairs, then proceed to follow the staircase to the top.

Walk along the passage to the end and then turn left, killing a couple of ogres that are protecting the gold key. With the key in your possession, return to the base of the stairs and enter the large door opposite. You now just need to survive one last battle with three fiends and two scrag, before walking through the next door to exit the level.



Secret 1

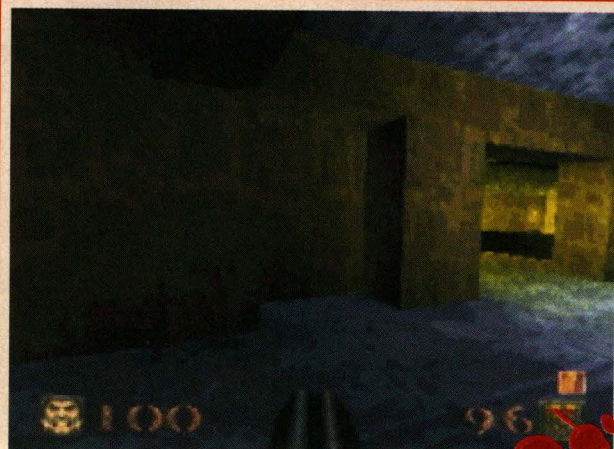
Jump into the water to the right of the bridge after you have killed the pouncing fiend. In the centre is a small entrance leading to a lift, and the first secret. Collect the shells and return to the walkway.

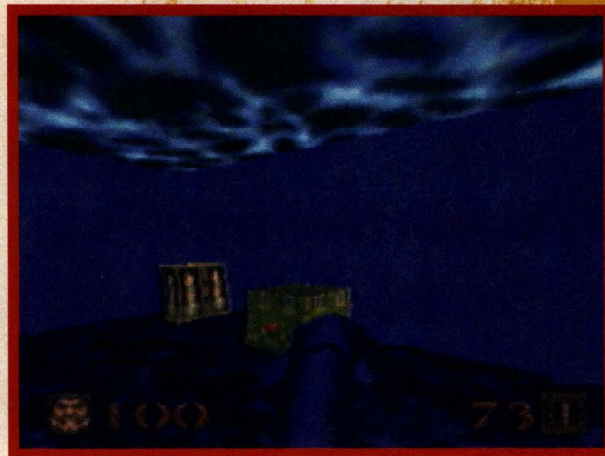


This lift will take you up into the first secret area. Once you have picked up your bounty you will be returned to the walkway.

Secret 2

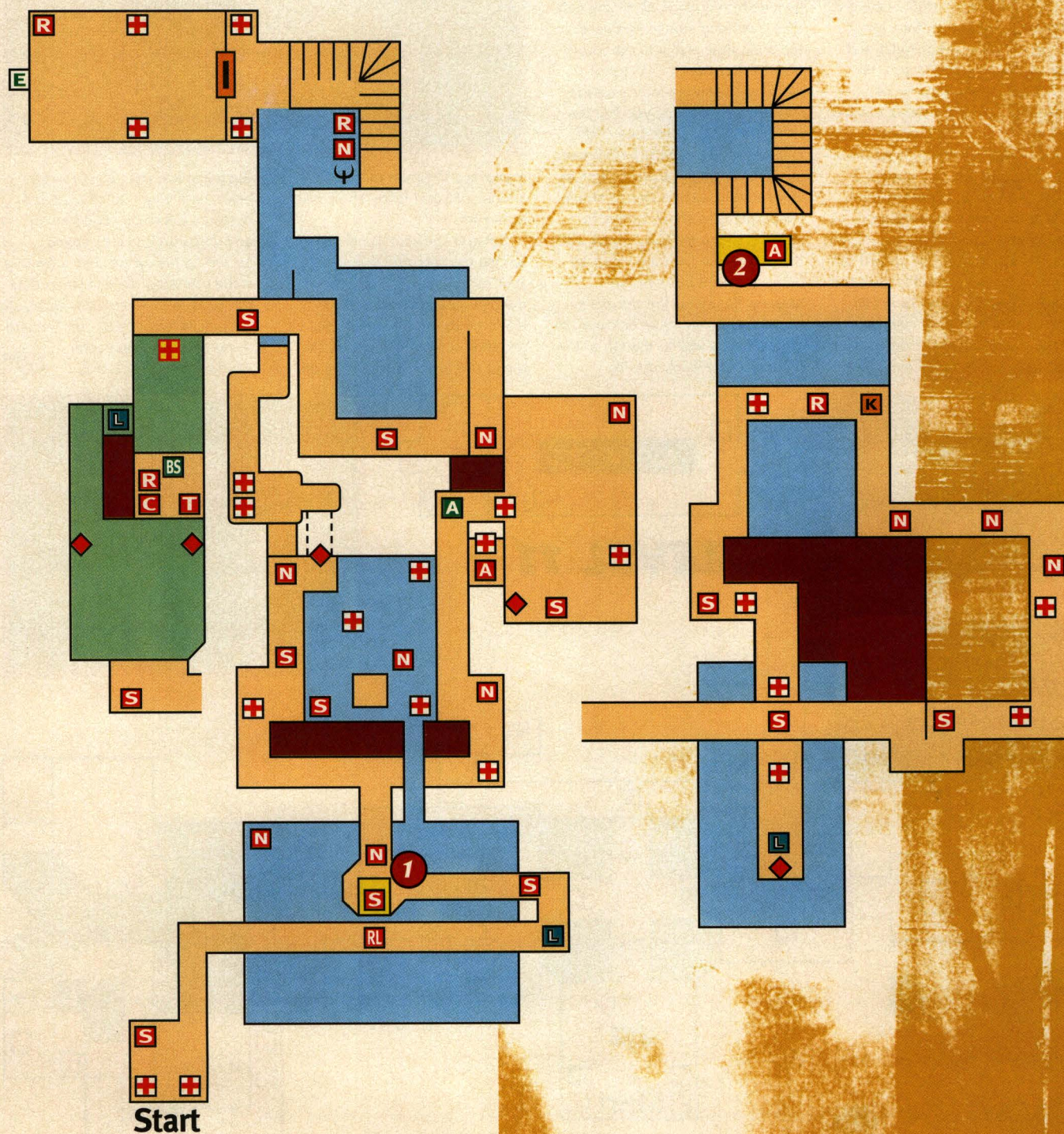
After collecting the gold key walk back to the top of the stairs shooting the wall on the right hand side. A hidden door will open leading to the second secret area. Pick up the red armour and then drop down to the level below, collecting another quad damage rune on your way back to the water filled passage.





Use your rocket launcher to knock the ogres from their ledges around these two pools. If you wait too long they will pummel you with long range grenades.

LEVEL 10



THE DISMAL

WALKTHROUGH

Pick up the items around you and then move forward and blast the ogre stood behind the left side of the wall. Now activate the switch to drop the barrier to your left and raise a platform across the pool beyond. Carefully traverse the walkway and splatter the death knight waiting in the next passageway, then turn to the right. Follow the corridor and then climb the stairs to your left taking the time to dispose of another death knight along the way.

At the end of the passage is a timed switch which briefly raises a set of stone steps in the room located to your left. Activate the switch, then follow the passage around to the pool room, where the steps you just activated should still be visible. Run around the pool and splatter a vore that waits in the darkest corner, then quickly dash up the stairs nailing the ogre protecting the switch. Once the

switch is activated a hidden door will open in the rear wall of the pool room.

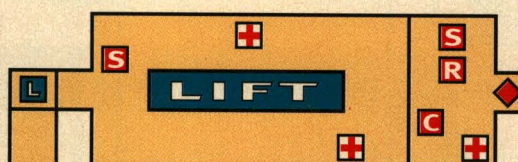
Approach this door with care as there are two ogres throwing well placed grenades at you from their high up hiding place. Blast the ogre that is walking around just behind the door, then dive into the water and splatter the zombie patrol blocking the underwater passage into the castle. Once you find the shallows on the other side of the castle wall turn left at the Y-shaped intersection and then enter a small square room with platforms around the edges. Use these ledges to jump up to the doorway above and then obliterate the ogre who was throwing grenades over the balcony. Slaughter the remaining death knights and then activate the switch on the wall to the left of the balcony. Jump back into the



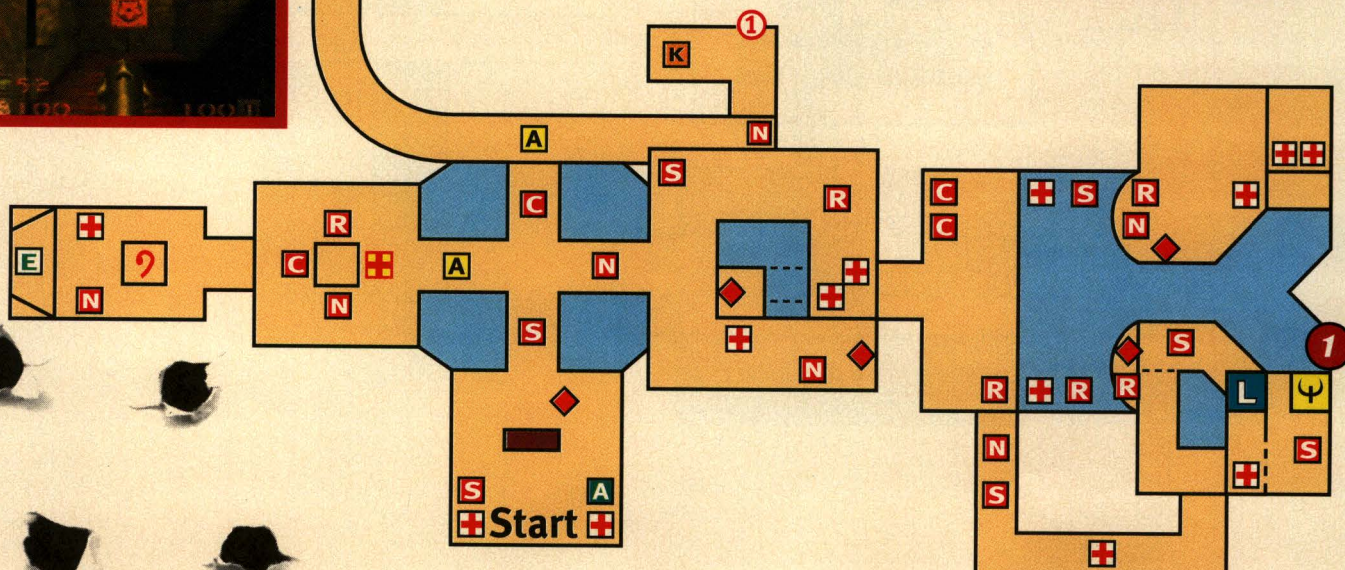
shallows and return to the intersection and follow the passage to the left.

Splatter the zombies hiding around the corner and then use your rocket launcher to dispose of the two ogres patrolling the platform above. Jump onto the lift and then follow the stairs to the top of the tower. Walk to the end of

the ledge and then blast the ogre below with your double barrelled shotgun. Carefully edge forward and drop into this little space, activating the switch and collecting some grenades. Behind you a door has opened and two more ogres are approaching from your right, waste these guys and then enter the door from which they



LEVEL 11



OUBLIETTE

appeared. Nail the death knight lurking around the corner to your right and then follow the passage to the end. In this small room waits an ogre and two zombies, launch a few grenades in there then run in to finish the job. Jump through the window and then return to the pool cross-roads.

Enter the passage on the other side of the walkway, collect the armour then blast the death knight approaching from the right. Turn left and follow the corridor killing the ogre that guards the lift at the end. Jump onto the lift and descend to the floor below ready to take on an ogre and a death knight who are waiting at the bottom. Take the path to your right and splatter the death knight waiting beside the gold door, activate the switch on

the wall behind you to remove the barrier that currently seals off the second floor. Now jump into the lift in the centre and take a ride up to the next floor. Quickly jump out of the lift and battle the ogre and death knight attacking from your left. Blast the two ogres wandering back and forth behind the barred entrance then turn left to face another death knight. Follow the corridor into a large room filled with death knights and zombies and destroy them with a volley of grenades. Now activate the switch in the corner and return to the previously barred entrance. Follow the passage to the left and then be ready to obliterate a vore who guards the switch to open the third floor. Use your super nailgun to finish this job quickly then press the

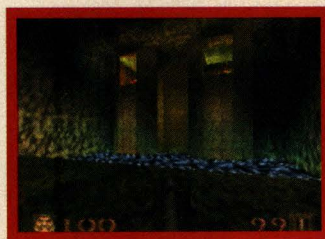
button and return to the lift. Exit the lift on the third floor and slaughter the ogre who is waiting for you, then proceed through the door and up the staircase in front of you. Enter the large room at the end and blast a couple of death knights charging at you from your left. Enter the end chamber of the room then use your thunderbolt to fry the vore protecting the gold key. Once the vore is destroyed drop in to the small area to your right and collect the key for the gold door.

You may now exit via the newly opened door to return to the gold door located on the lower level. Inside this door an ogre is waiting so be ready to open fire as soon as the door drops. Collect all the power-ups hidden here and then activate the switch to raise another walkway around the central pool. Walk across the new bridge

platform and enter a large room with a tall central pillar. As soon as you enter this area a barrier falls behind you and a vore and a couple of zombies will attack. The floor will start to fall slowly and a steady stream of ogres and zombies will plague you until the floor hits the bottom level. Stay close to the central pillar to avoid being hit by any nailtraps and keep your eyes open for new monsters. Once the floor stops moving a wall will begin to move giving you access to the next large room, keep a powerful weapon at the ready, two vores are waiting to blow you away. With the vores destroyed you can collect the Black Magic rune from inside the pillar and this will lower the door which shields your exit. Jump through the portal to begin part three.

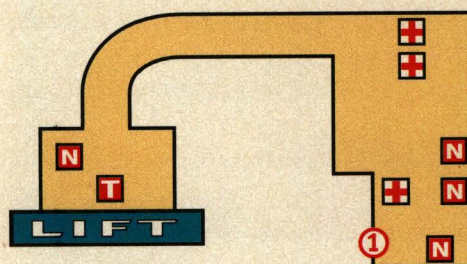
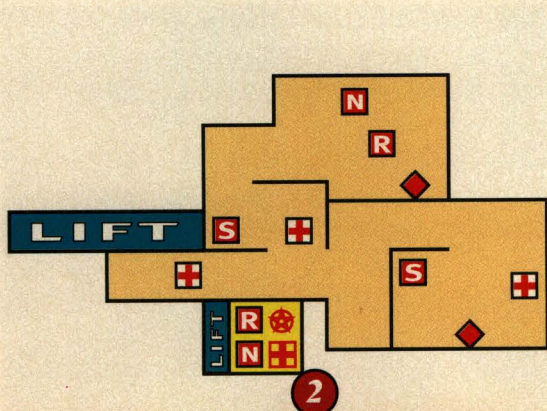
Secret 1

Jump into the water to the left of the lift and swim underneath the platform. Grenade the zombies floating around down here and swim into a small alcove. Inside this first secret area you can pick up a quad damage rune.



Secret 2

On the second floor above the gold door is a darkened entrance on the right hand side. Follow this short passage and drop down to the small area below. Inside secret area two you can collect a mega health, pentagram of protection and some well needed ammunition. To exit this area ride the lift back up to the floor above and leap across the gap onto the stairs.

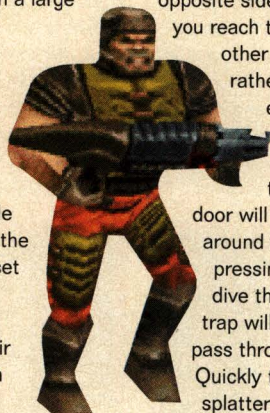


THE UNDEREARTH

WALKTHROUGH

Walk across the bridge and into the castle, firing at the trio of ogres you will encounter on the way. The passage opens into a large room full of scraggs and death knights, obliterate these enemies then return to the bridge and dive into the water. Follow the underwater tunnel to a set of stairs and walk up into the castle, dispatching plenty of grenades to deal with more ogres. In this large room walk down to the corner and fight with the fiend attacking from your left, then descend down the stairs ahead into the zombie filled passage. At the end of the corridor you will find yourself in a large room again filled with zombies. Use your grenades to blow them away then continue down the slope and across the bridge. Turn to your right and blast a couple of scraggs, then follow the slime side ledge to a set of stairs. Climb the stairs and splatter another ogre and a pair of death knights which are waiting, before searching in the darkest corner for another corridor.

Proceed along this corridor fighting with a fiend and some more death knights, then carefully entering the room ahead. The metal strips on the floor set off a nailtrap so carefully jump over the metal areas and head for the lift. Ride the lift up and slaughter the ogre waiting for you, then follow the next passage to the end where you will discover the gold key. With this key in your possession drop off the ledge and proceed forwards and through the gold door. Once on the other side of the door turn to your right and open fire with your super nailgun. There are several scraggs



floating around above the toxic pool and an ogre down and to your right.

With these enemies out of your way, walk across the bridge and activate the switch on the far wall. Exit the room by the corridor in the far right hand corner and follow the passage to the end. Shoot a couple of scraggs at the end and then turn and follow the passage to your left. Blast the two ogres guarding this corridor, then select your super nailgun and proceed into the next room.

Slaughter the floating scraggs and the death knight, then collect the items around you and head for the opposite side of the bridge. Once

you reach the small room on the other side you will set of a rather nasty nailtrap. To exit this small room you must activate all four switches on the walls before the

door will open. Quickly dash around the edges of the room pressing the switches then dive through the door, the trap will stop as soon as you pass through the doorway.

Quickly turn to your right and splatter an ogre before collecting some health power-ups from the corner behind you. Now proceed along the passage, turn left at the end and destroy the approaching fiend. Now take a careful walk along this corridor splattering any enemies that jump out at you from the darkened corners. In the next large room you will find a handful of zombies and a switch, splatter the zombies and then activate the switch to open four small alcoves in the walls. Kill the extra zombies then activate the switches hidden inside two of the alcoves. You will now be able to climb the stairs in the centre and exit the level through the large door at the top.

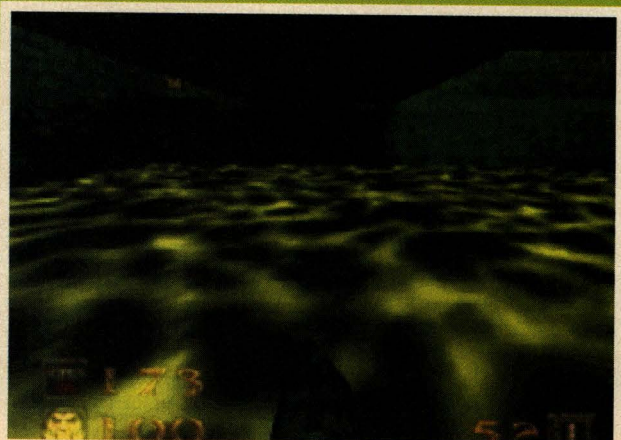
Secret 1

On the wall to the left of the gold door is a small piece of wall sticking out. Push this block into the wall to open the first secret area, located just to your left. Inside this area you can collect a quad damage rune.



Secret 2

The second secret area is located under the slime just inside the gold door. Run around the bridge to the end then dive across the slime pit and into a small room under the main platform. In this area you can collect a biosuit and some nails. Once you are wearing the biosuit it is time to take a dive for the second secret. Once you start to sink follow the passage and you can collect some red armour from inside this secret area before quickly returning to the surface of the pool.





Players
One



Cartridge
8Mb



Memory
Yep!

Publisher:
Developer:

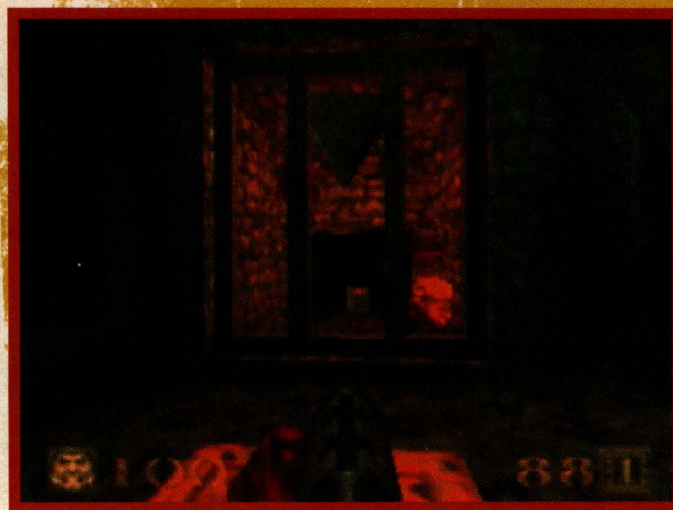
Nintendo
In-house

Game type:
Origin:

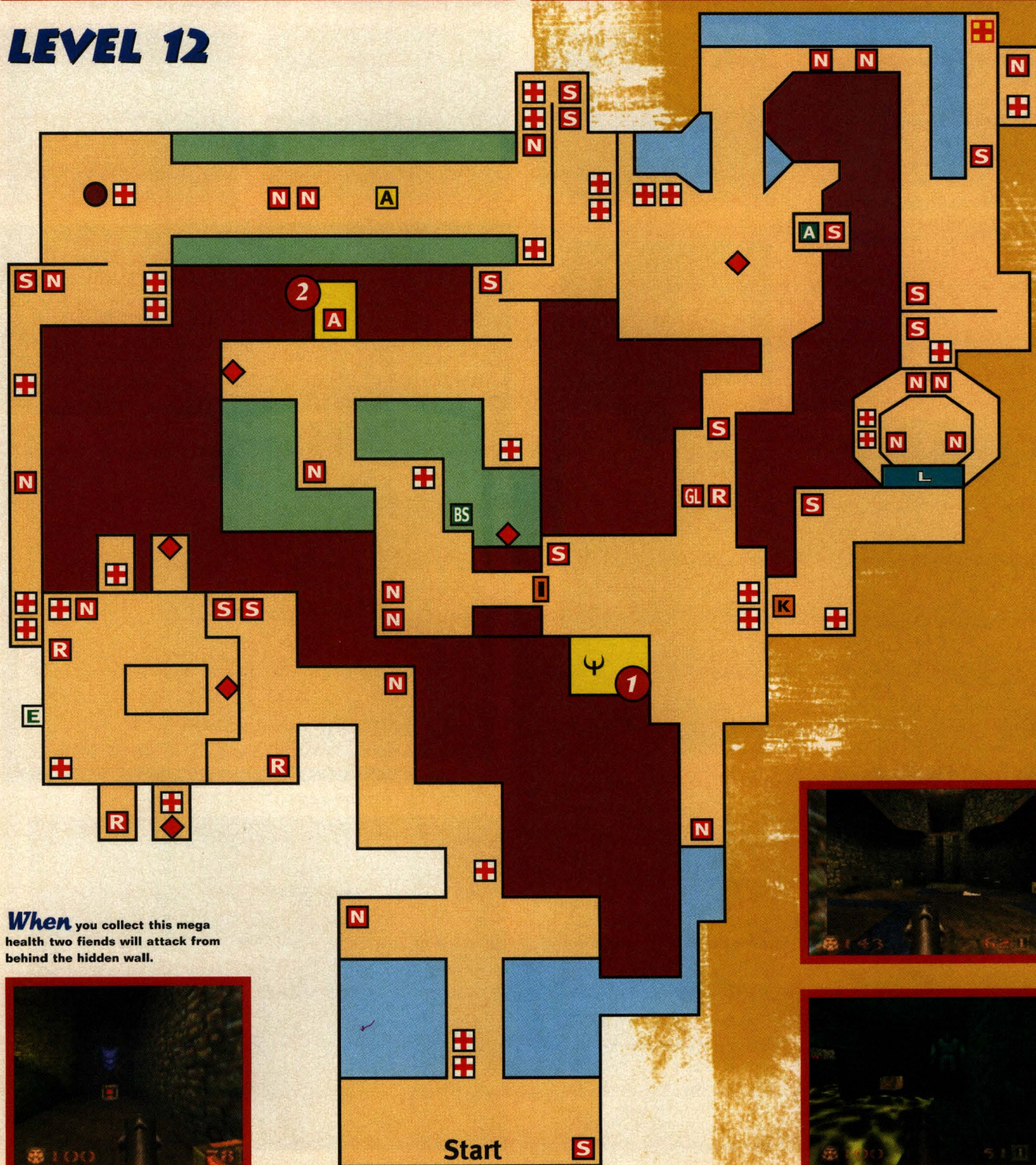
3D Platform
Japan

Released:
Price:

1 March
£59.99



LEVEL 12



When you collect this mega health two fiends will attack from behind the hidden wall.



TERMINATION

WALKTHROUGH

Walk around the corner and collect a double barrelled shotgun, then activate the switch and ride the lift down to the level below. Slaughter the grunts in front of you then follow the hall to the far end and pick up some armour. Enter the passage to your left and continue until you reach an intersection with two corridors. Take the path to the right and walk to the end where you will find a switch guard by a couple of enforcers. Shoot the guards and activate the switch, then return to the intersection and follow the passage on the left. On the corner collect the nailgun and then continue along the passage wasting some more feeble grunts. Punch the switch on the wall in

front of you then turn left and left again into a large grunt filled room. Blast the radioactive canisters here to make mincemeat of the guards then run up the two flights of stairs to the top. Pick up the yellow armour and then continue to follow the passage way at the rear of the room blasting any enemies that stand in your way.



At the end of the passage turn to the left and nail the advancing troop of grunts as they walk across the bridge. With the enemies out of your way, cross the bridge and activate the switch on the central pillar. Walk down the stairs into the passage to your left and splatter the oncoming enforcers. Now continue across the bridge until you find yourself back inside the building, and jump onto the lift.

Turn left and follow the walkway around to pick up the gold key, then return to the lift. Continue along the hall splattering grunts and enter through the gold door. There's now a long corridor filled with grunts leading to the slipgate exit.

Use your super nailgun to cut these enemies to pieces then jump onto the platform to exit this level.

This mega health can be found inside the last secret area!



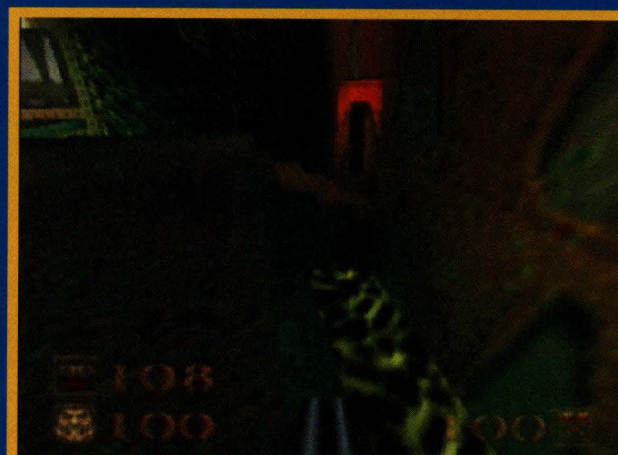
Secret 1

From the intersection follow the left hand path, and shoot the dark area of wall on the right hand side. A hidden door will open to reveal the first secret area of this level, with some red armour waiting inside.



Secret 2

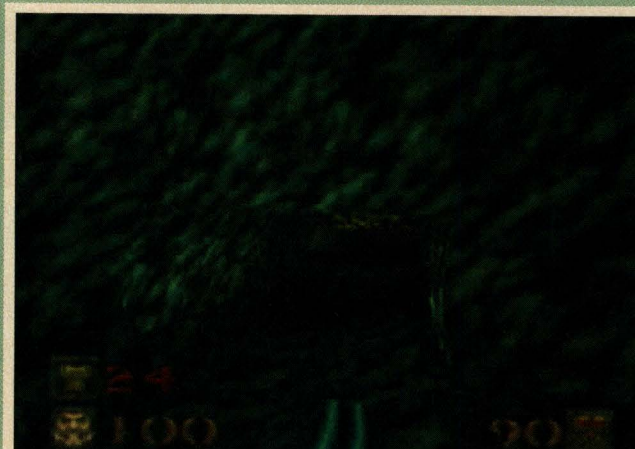
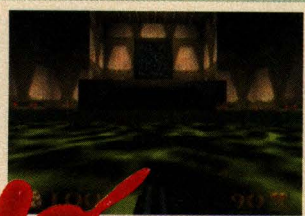
On the large platform that spans across the huge slime pit, look over the edge between the two stairs and you will notice a small ledge. Drop onto this ledge to discover the second secret area. In this hidden room you can collect some rockets, yellow armour and a health power-up. To exit this secret area you can either use the lift to take you to the top of the central pillar or jump into the slime to find secret three.



Secret 3

Jump into the huge slime pit opposite the switch that activated the bridges. Along the rear wall you will find a small passage leading to a hidden slime filled room. Jump out of the slime to discover the third secret area containing some nails, health and rockets. To exit this area jump into the portal and you will appear on a thin ledge high above a slime pool. Walk to the corner and collect some green armour, then blast the advancing grunt. Continue to the end of the ledge and carefully jump down onto the ledge below.

Pick up the mega health in the corner then step into the portal to be transported back to the higher ledge. Follow the ledge and step through another portal in order to be transported back into the starting room.



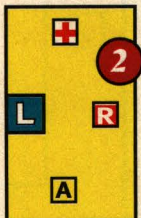
CENTRAL

Secret 4

Underneath the spot where you find the gold key is the fourth secret area. To get into this area stand just to the right of the lift then run forwards without jumping. You can collect a quad damage rune from this dark ledge.



LEVEL 13

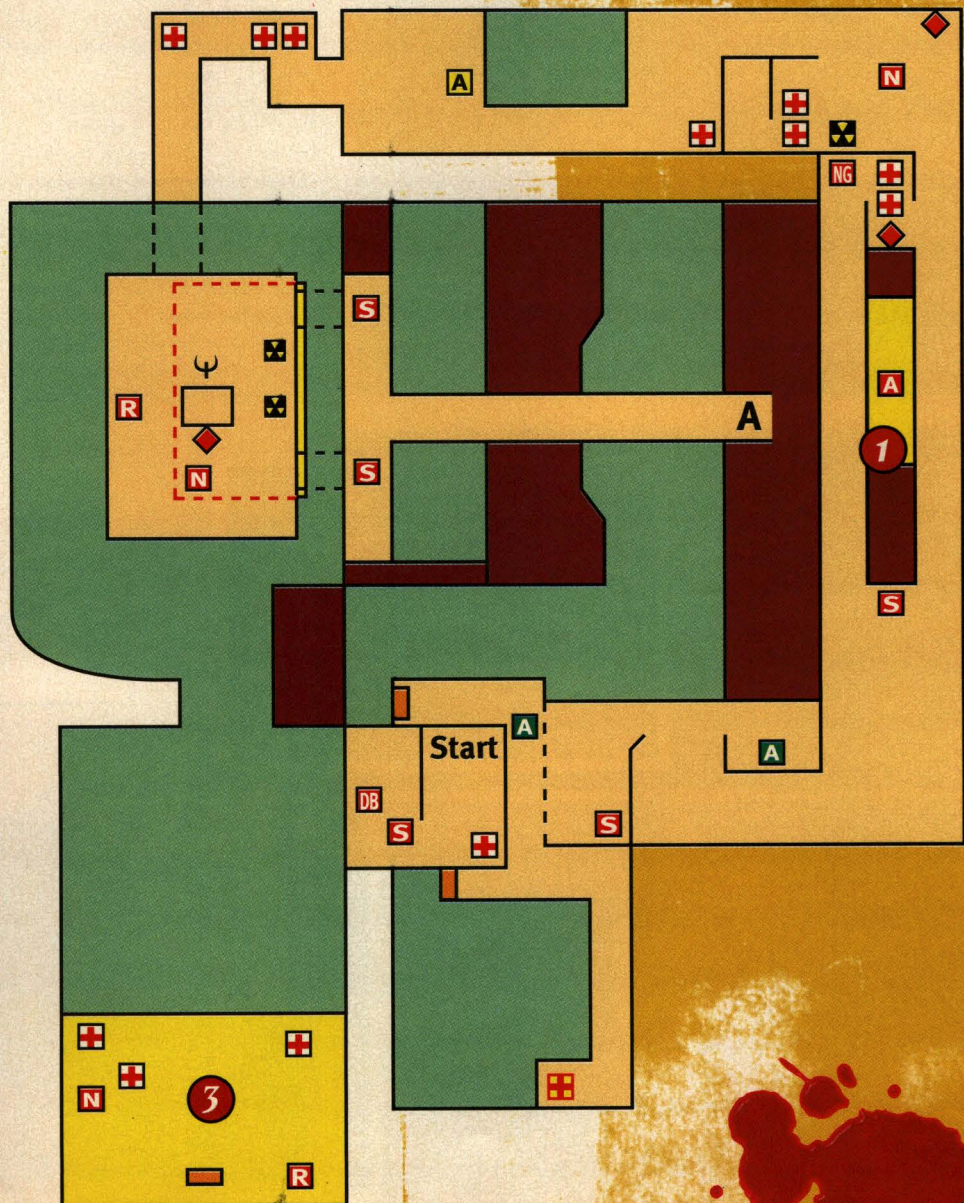
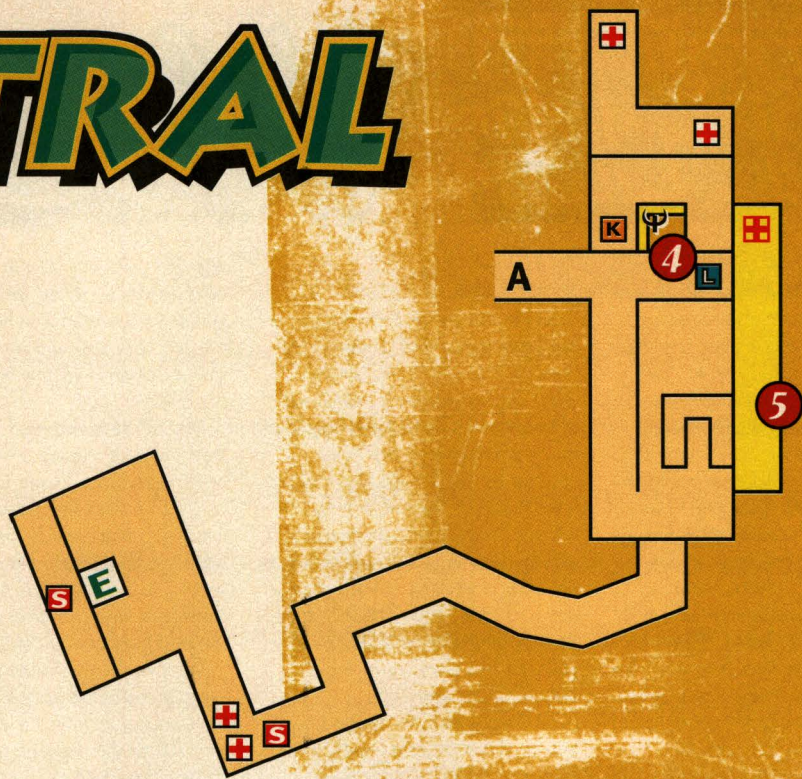


Secret 5

To enter the final secret area on this level you must jump on top of the boxes arranged between secret four and the gold door. Once on top of the highest platform turn and shoot the wall to your left, which will open a hidden door. Follow the dark passage to a secret area which contains a mega health.



Use these crates to jump up onto the highest platform. The door to a secret is in the wall.



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Quake Solution

page
number

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THE VAULTS

WALKTHROUGH

From the start run straight down the hall towards the silver key, then as it disappears turn around and splatter the zombies that have appeared behind you. Now enter the zombie hideout to activate the switch on the wall, which opens the gate to the right hand side. Walk through the gate and follow the corridor into a long room with a lava pool in the centre. Walk around the poolside and enter a lift at the rear of the room, then ride the lift up to the next floor. Nail the waiting scrag then use the ledge around the sides of the room to get to the switch on the far wall.

Activate the switch then run to the centre of the bridge and drop through the hole in the centre. Quickly jump across the lava and then battle with the three ogres that have appeared from the corridor to the left. Once the ogres are down take the passage to the left and follow it into a large room with two ogres and a zombie. Cross the room and climb the stairs on the other side, then ride the lift to the bottom. Splatter the ogre to your left and then activate the switch on the wall.

Now edge around the central lava pool and enter a small passage

again to your left, kill the waiting ogre and activate the second switch to open the exit. Return to the tiny lava pool and walk through the portal which is now accessible to your left.

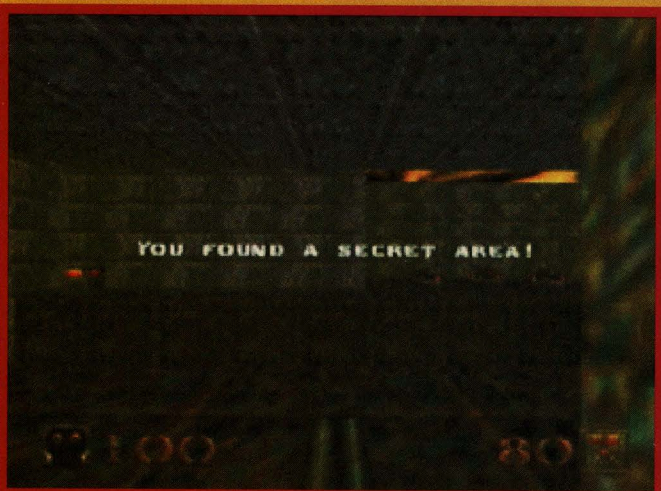
You will have returned to the large room at the top, and will now need to head down and to the right to get the silver key. Before dropping off the ledge take a good look and splatter the two fiends waiting to cut you to pieces. Now drop down into the room and locate the switch to your left and activate it. Walk back into the smaller room and obliterate the zombies that have appeared from the doorway, then follow the passage to the end. Collect the silver key and the other helpful items, then jump into the portal to be transported to the silver door. Enter the door and splatter the zombies then proceed into a large dark room which has several pillars.

On the central pillar near the rear of the room is a switch, activate it and the pillar in the middle of the room will disappear. Now run and step on the switch in the centre of the floor and jump for the edge of the room, if you do not jump you will fall into a battle with a shambler below.

Peer over the edge of the pit and throw grenades at the shambler below from the safety of the top

floor, when the shambler is dead drop down and collect the gold key. Pick up the double barrelled shotgun in the corner and then activate the switch which will open the door.

Walk through the door and into the portal to return to the room above. Continue directly ahead and into a small corridor, turning to the left to open the gold door. Walk through the gold door and then step through the portal to exit the level.

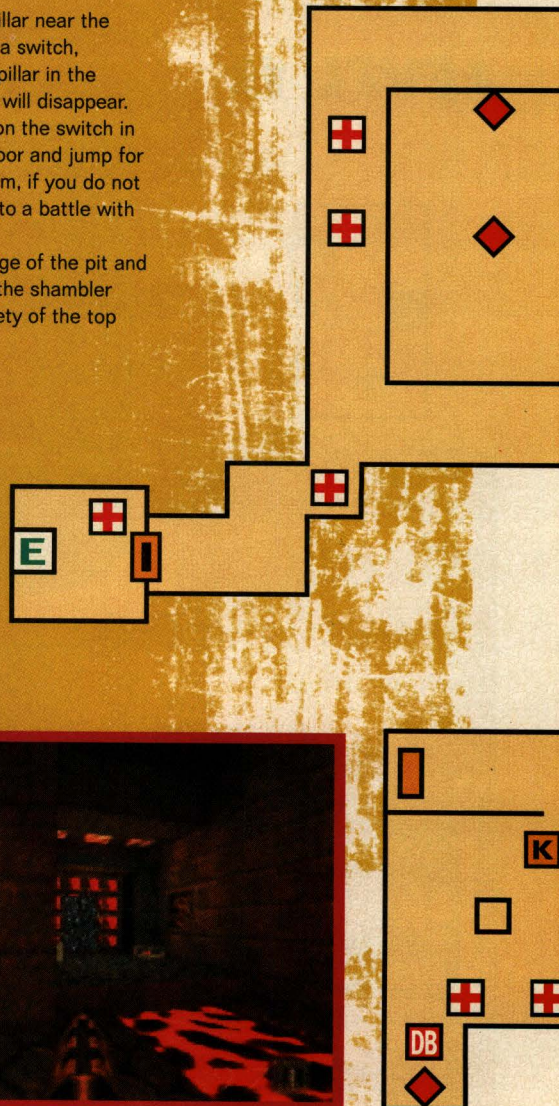
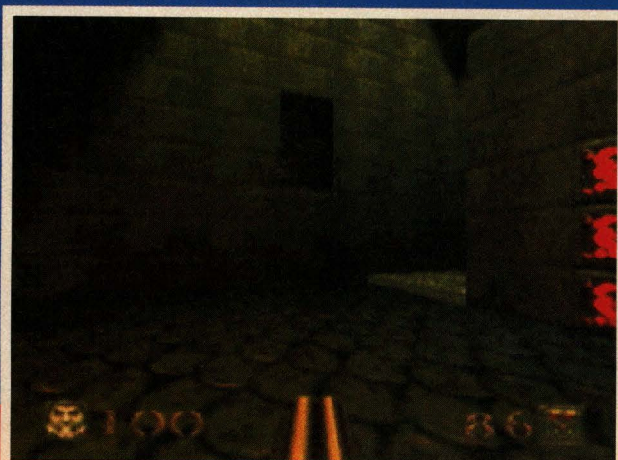


Secret 1

After killing the two fiends from the upper ledge, jump over to the right hand wall and you will land on a small thin ledge.

Slowly walk towards the lift and then shoot the wall on your left hand side.

Welcome to secret area one, inside this area you will find a ring of shadows and a portal to return you to the upper ledge.





Players
One



Cartridge
8Mb



Memory
Yep!

Publisher:
Developer:

Nintendo
In-house

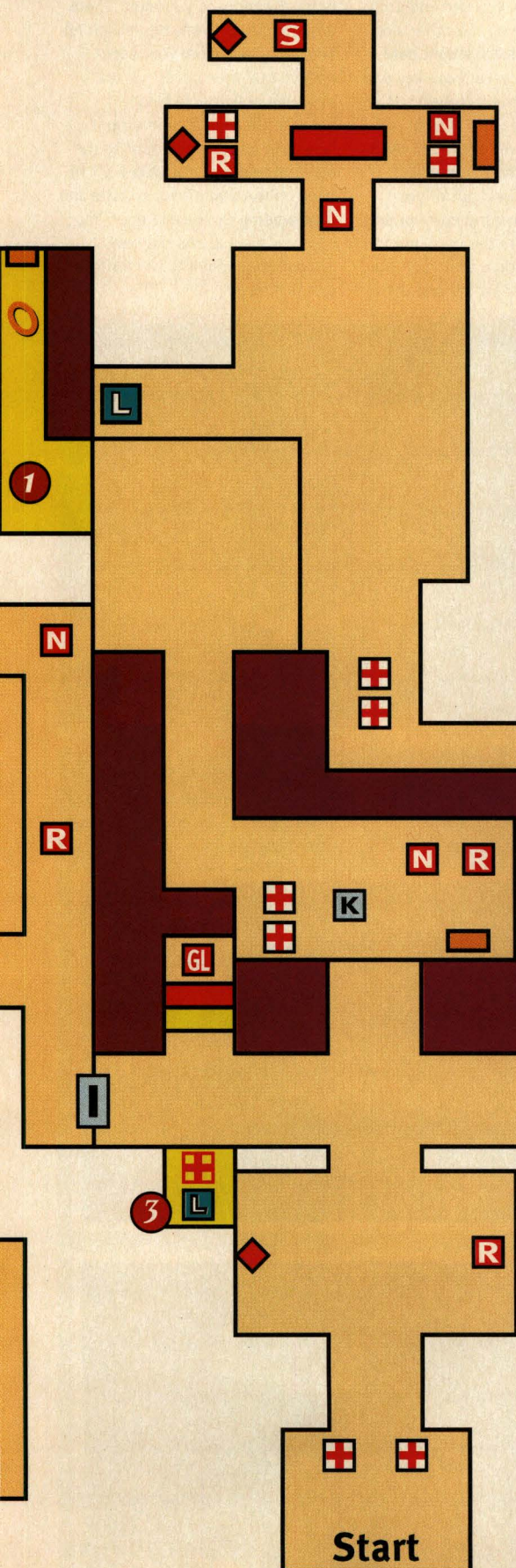
Game type:
Origin:

3D Platform
Japan

Released:
Price:

1 March
£59.99

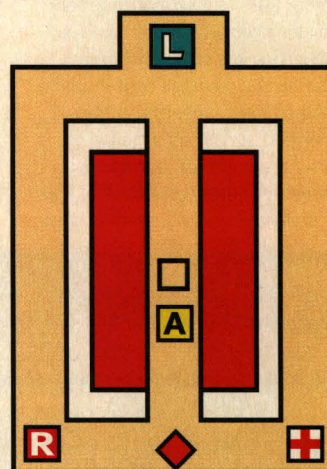
OF ZIN



LEVEL 14

Secret 2

After pressing the switch to open the door to the silver key, turn around and shoot the dark area of wall next to the entrance. A door will open revealing a portal that will transport you to the second secret area. Jump across the gap to land on the platform opposite where you can find some health, rockets and shotgun shells. To exit this area drop down through the small hole in the corner.



Secret 3

For the final secret of the level walk up to the silver door and turn to the right. Jump over the gap to collect the grenade launcher, then throw a few grenades down the hole. When the waiting zombies have been blown to shreds run off the platform and drop down the hole into the final secret area. Pick up a mega health and then step onto the lift to rise back to the silver door.

Once you have collected the mega health from this secret, use the lift to return to the silver door.



THE TOMB

WALKTHROUGH

Run down the right hand side of the stairs and obliterate the unsuspecting ogre, then activate the switch behind the staircase. Now return the way you came and splatter a death knight approaching from the door in the left hand corner. Pass through the door to the left and stand on the floor switch to raise some stairs to cross the lava. Run up the stairs and splatter the death knight waiting at the top, then select your grenade launcher and continue along the corridor. Blast the zombies hiding around the corners then pick up the super nailgun and turn to the right. Enter the dark room directly ahead and fight with a couple more death knights, before climbing the stairs and following the balcony around to a lift. Ride the lift up and then turn to your left, you will notice a dark corridor filled with more zombies.

Grenade the zombies before entering the passage as it is riddled with nail traps, then run to the other end as fast as possible to limit the amount of damage you sustain. Another ogre waits at the far end so give him a taste of your

nailgun, then enter the room ahead. Blast a scrag floating around the entrance then step onto the floor switch to form a bridge across the lava pool. Walk to the centre of the pool and activate the switch on the floor to raise a bridge leading to the alcove on your right-hand side.

Run over this new bridge and then activate the floor switch in the alcove, being careful not to be squished by the spiked ceiling trap. Quickly turn around and slaughter a death knight and a pair of scraggs that have appeared behind you, then run across to the other side of the bridge and carefully activate the floor switch in the alcove there. The final bridge will now be raised and you can cross the lava pool and enter the portal to return to the foot of the stairs where you started.

Run up the stairs and then turn around to splatter a death knight and an ogre waiting in the doorway. Follow the passage to the end where you will discover another lava pool, and a floor switch which again causes a bridge to appear. As soon as the bridge is in position run

across as fast as you can and drop into the passage on the other side. Battle with the death knight here, then pick up the silver rune key and step into the portal to return to the foot of the stairs. Turn to your left and open the silver door then back track and blast the approaching fiend. With the fiend out of your way proceed along the corridor and down the stairs to the very bottom, where you will find a switch on the wall. Activate the switch and then

enter the room to your right. There are lots of unfriendly ogres waiting here, so show them your super nailgun and then collect all the available power-ups. Finally activate the switch on the right hand wall to open the door to the exit and return to the stairs. Climb back up the stairs then splatter the ogre waiting by the exit door. You can now pick up some green armour and jump into the portal to exit this level.



Secret 1

After climbing the stairs that rise from the first lava pool, stop at the top and look for a switch high on the right hand wall. Shooting this switch will cause a door to open just above the lava containing a portal.

Jump into this portal to be transported to the first secret area located on the rafters above. Collect some

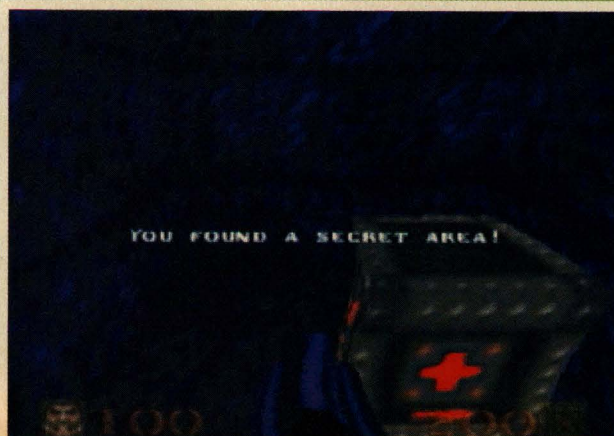
red armour from this area and then drop off the right hand side of the rafters to return to the top of the stairs.



Secret 2

Enter the dark room with the two death knights along the balcony and then jump into the water.

Swim to the right to find a mega health in the second secret area located just underneath the small flight of stairs.





OF TERROR

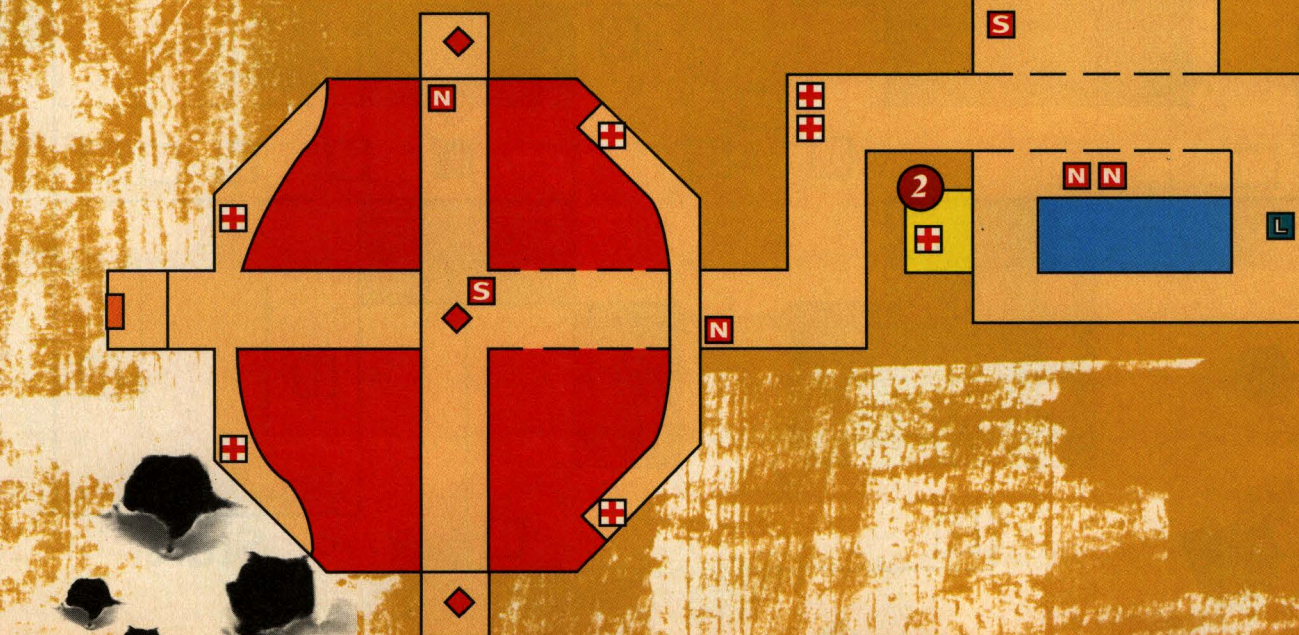
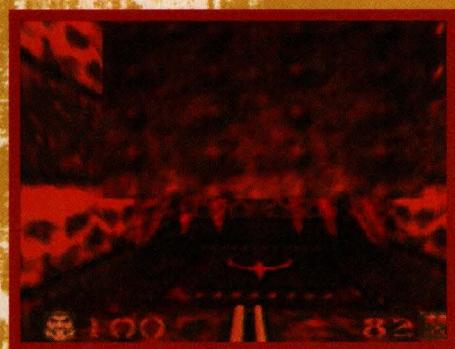
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LEVEL 15



Quake Solution

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SATAN'S DARK DELIGHT

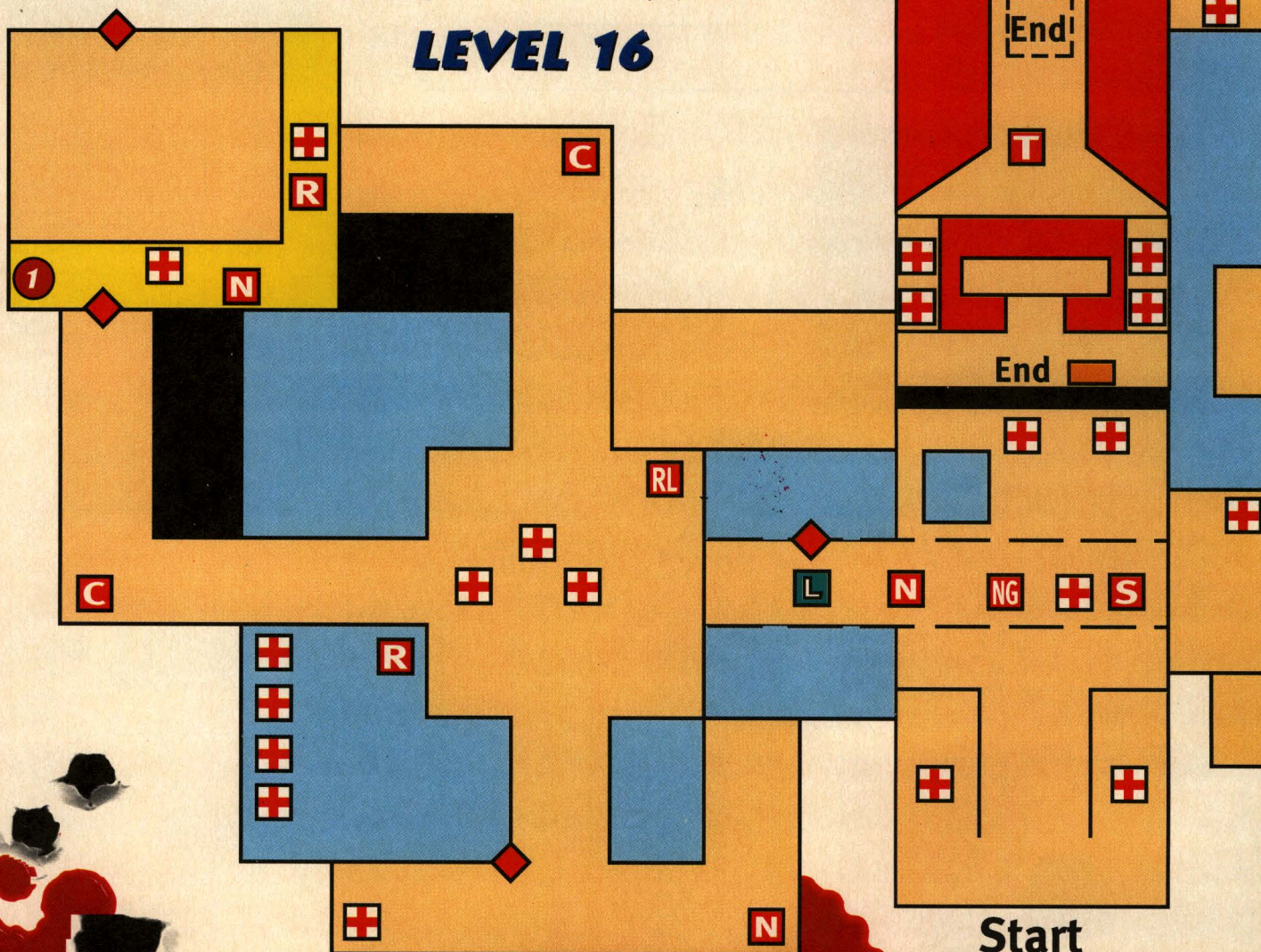
WALKTHROUGH

Grab your nail gun and splatter the ogres on either side of your starting position, then run down the slope and into a large open room. Dive into the pool and swim through the underwater tunnel and into a large pool on the other side. Splat the rotfish swimming here then swim around the pool to locate an opening on the other side. Jump out of the water and onto a small set of stairs leading upwards, then follow the passage around to the right. Slaughter the ogre waiting beside the bridge switch, then turn to the

right and nail the ogre waiting on the central platform. Activate the switch on the left hand wall then cross the bridge to the far side stopping to collect the rocket launcher on your way. Follow the corridor then turn to the left and splatter a pair of ogres waiting in the room at the bottom. Enter the room and activate the switch in the right hand corner, then turn around to blast the two ogres approaching from the balcony above. Exit this room via the door to the left and follow the passage around to the

central platform. Walk straight through this central area and continue until you reach the far side of the pool. Activate the switch on the left hand side and ride the lift up to the next floor, then walk forwards carefully watching for an ogre ambush from behind. Splatter this sneaky ogre then peer over the edge at the end and use your rocket launcher to take out the ogre below. Once the coast is clear carefully step off the ledge and land on the platform below. Step forwards onto a floating platform and allow it to carry you to the corner opposite, then jump off to battle with some

more unfriendly monsters. Follow the corridor to the end and step into the lift area, this will return you to the platform you started from. Step back onto the floating platform and again travel to the far end



of the corridor, this time stay on the platform and turn to the left. As the platform moves towards the end of the hall shoot the button above the door to squash the ogre underneath, then turn to the right and splatter the ogre on the platform below. Stay on the lift until you are in front of the door with the switch above, then step into this area. Walk through the door to your left and walk onto another floating platform the other side, to operate this ferry turn around and shoot the button on the floor behind you.

Jump off this platform onto another raised ledge and then blast the ogre and zombie in the room to your right. When the coast is clear step onto the next floating platform to be carried over into the next area, where a lift is waiting to take

you up to the next floor. When the lift stops quickly jump out and battle with an ogre and a fiend, before collecting the power-ups and heading down the corridor to the left. Blast the ogre that is standing in your way then walk carefully down the slope, ready to battle a shambler that will appear when you reach the bottom. With the shambler gone you can now jump down to the edge of the lava pool and drop through the hole which is underneath the slope in order to finish this level.



Secret 1

After splatting the two ogres that jump from the balcony proceed through the exit door then turn around and shoot the yellow switch underneath the balcony platform. A set of stairs will appear allowing you to climb up onto the balcony. In this secret area you will find two health power-ups, some rockets and some nails.

Secret 3

Whilst in secret area two, shoot the four coloured lights on the rear wall to open another secret area. Turn to your right and collect a pentagram of protection from inside a small niche in the wall.



Secret 2

This second secret area will become accessible the moment you set foot on the platform to the right of the doorway with the switch above. Walk into this bonus area to collect some nails, cells, health, mega health, yellow armour and a quad damage rune.



Shoot the red light on the ceiling to open the final secret.

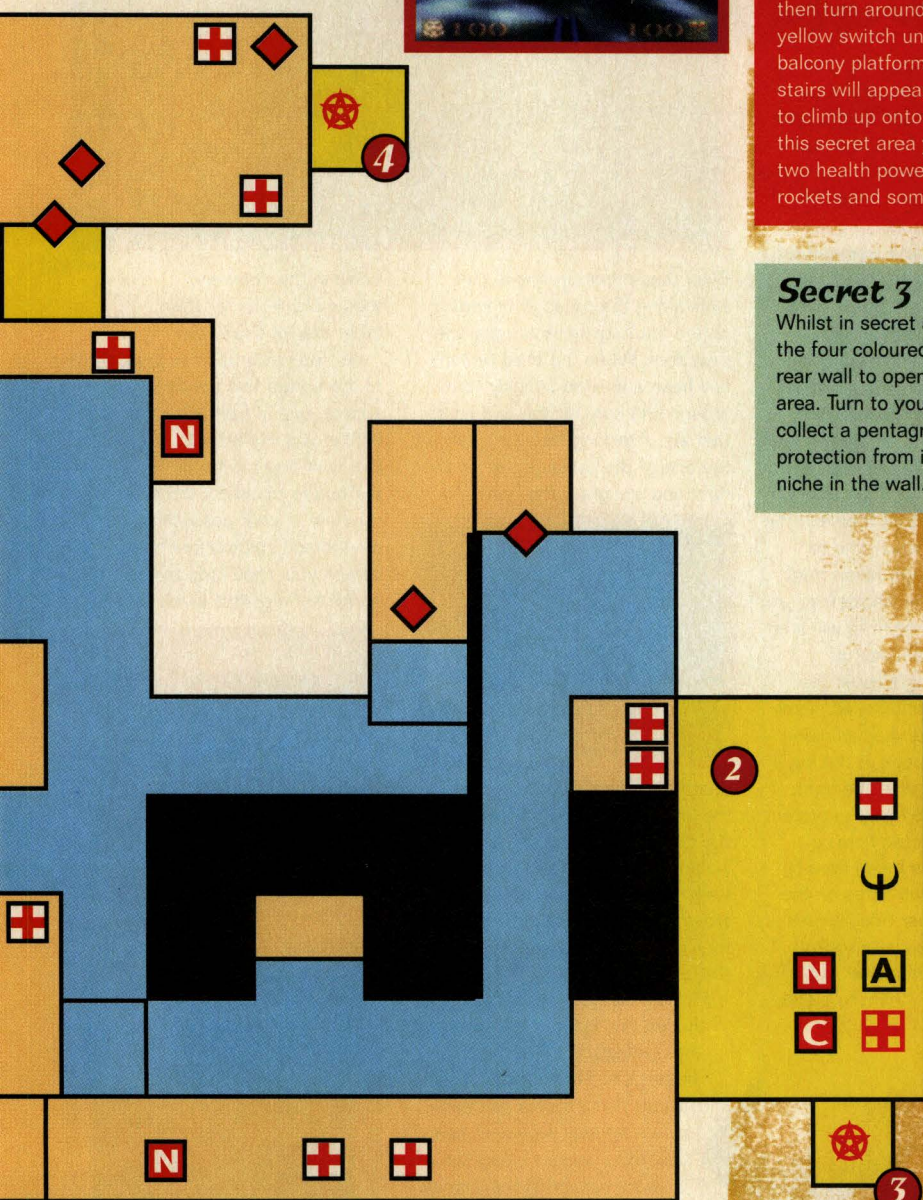


Secret 4

After defeating the fiend and the ogre at the top of the lift, shoot the red light in the right hand corner of the room to open the last hidden door. Turn to your right and walk into this secret area to collect another pentagram of protection

Secret Level

If you walk around the ledge after you defeat the shambler, you will notice a portal on a platform beside the smaller lava pool. Jump down to this platform and step through the portal and you will be transported back to the room where you first started this level. Walk across the balcony and enter the portal above your original start point to be transported to the secret level.



NOTE:

If you fall from any of the floating platforms into the water below. Swim round to a lower platform with a portal, and step

through it. You will be returned to the platform at the top where you first started from and can then step back onto the lift.

CHAMBERS OF

WALKTHROUGH

Run straight across the bridge and climb the small flight of stairs into the castle. Splatter the death knight and the ogre on the left, then run to grab the ring of the shadows that they were protecting.

Continue along the passage into the castle, turning to the left and nailing the oblivious ogre in your way. Turn left again and take out the two stationary scraggs ahead of you, then continue along the passage. Blast the ogre waiting near the corner, then use your super nailgun to cut down the fiend leaping out from behind a hidden panel. Grab the green armour then follow the passage to the right, quickly wasting the vore before he gets a chance to fire any homing missiles at you.

Continue along the corridor blasting the two caged ogres at the end of the hall, then nail the death knight approaching from the right. Proceed along the passage that leads to the right, then splatter with another deadly vore in the next room. Collect some nails and some health, then enter the dark area to the right to pick up the silver key. As soon as you have collected this key two ogres will attack you from behind, blast these two rogues then head for the silver door.

Open the door and then stand back to blast the two death knights waiting inside. Now enter the room and descend down the stairs, nailing the unsuspecting fiend at the bottom, then blast the scrag floating

around behind you. Use your rocket launcher to kill the ogre on the ledge above you, then enter the room to your left to fight some more death knights. When the



battle is over quickly jump into the lift and ride up to the next floor, there is another death knight here so keep your nailgun at the ready. Follow the corridor along and to the left, blasting another unfriendly death knight and collecting some necessary health and ammunition. Turn the corner to the right and then use your rocket launcher to blast the two scraggs floating around at the end of the passage.

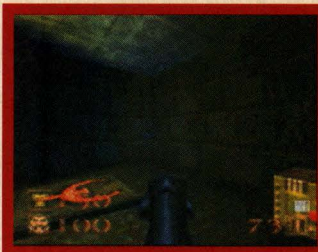
When these enemies are gone, run forwards and drop into the circular room ahead, aiming for the switch just to the left of the central pillar. Stand on the switch to open the door opposite and then exit the room as quickly as possible to minimise the damage taken from the central nailtrap. As soon as you exit the room, the nailtrap will stop and you can concentrate on slaughtering the ogre down the passage to your left. Collect some more vital health and ammunition before taking a peek at the large lava filled room to the right.

Use the doorway to protect you from the homing missiles being fired by the two vores on the upper bridge, then use your rocket launcher to blast them to pieces.

With the vores out of your way dash across the bridge and into the passage on the other side. Turn to your right and slaughter the approaching death knight, then follow the passage around to a long passage guarded by two scraggs.



Blast these floating fiends then walk along the passage stamping on the floor switches to open the next door. When the third switch has been activated, quickly turn around and splatter the two ogres that are attacking from your left. At the end of the passage turn to the right and slaughter the ogre and



death knight on the other side of the lava pool, then step through the door and nail the sneaky scrag waiting on the ledge. Carefully walk onto the floating platforms to cross to the other side of the pool, then follow the corridor around to the left.

Pick up the gold key then turn to the left and splatter the vore in the passage. Walk to the passage and open fire on the distant fiend, he will be dead before he gets anywhere near you. Now wander along the corridor collecting the various power-ups and activate the switch on the end wall. Pass through the door to your right and then head down the stairs to your right and approach the gold door.

Open the gold door and nail the scrag waiting in the entrance. Follow the passage to the right and then turn to your left to splatter

another couple of floating scraggs. Continue along the corridor to the end and then kill the final scrag around the last bend, now take the lift up to the final bridge. Collect all the

items in the doorway, then make a run for the other side of the bridge.

As soon as you cross the centre of the bridge two fiends will appear, one in front of you and one behind you. Splatter the fiend to the front and run to the far side of the bridge to collect the rune. With the rune in your possession turn around and splatter the fiend behind you, then step through the portal to finish this level.

Secret 1

After you collect the silver key, kill the two ogres that drop down from the ceiling behind you then look up. Shoot the switch in the middle of the roof to open a small door in the wall. Climb through this door and along the dark passage to find the first secret area. There is some health and some yellow armour in this area, and a quad damage rune and some nails in another small room further along the passage.





Players
One



Cartridge
8Mb



Memory
Yep!

Publisher:
Developer:

Nintendo
In-house

Game type:
Origin:

3D Platform
Japan

Released:
Price:

1 March
£59.99

TORMENT

End



This switch is hidden up on the ceiling of the lift shaft.

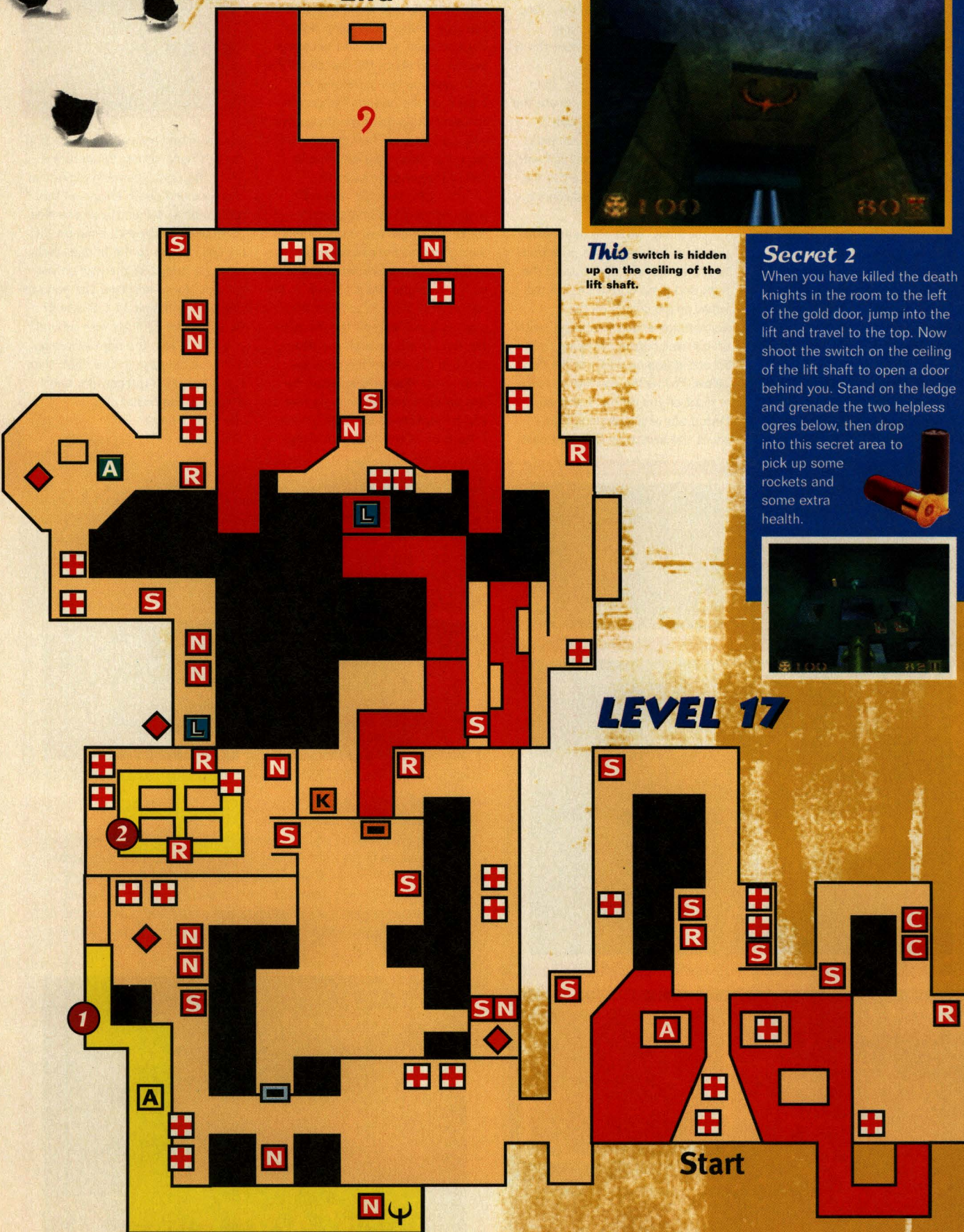
Secret 2

When you have killed the death knights in the room to the left of the gold door, jump into the lift and travel to the top. Now shoot the switch on the ceiling of the lift shaft to open a door behind you. Stand on the ledge and grenade the two helpless ogres below, then drop into this secret area to pick up some rockets and some extra health.



LEVEL 17

Start



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THE HAUNTED

WALKTHROUGH

Run around the corner to the right and use your rocket launcher to blast the ogre on the ledge in front of you. Unload a grenade at the two zombies walking towards you, then proceed along the passage and ride the lift up to the next floor. Walk around the balcony and cross the bridge to open the door, then splatter the waiting fiend before walking through the doorway.

Turn to your left and splatter the two ogres and a couple of zombies in the next small room, then enter the room and activate the switch in the right hand corner to open the next door. Enter through the door and then cross the bridge and enter the portal, you will be transported to an other area inside the castle. Turn to the left and follow the passage to the end, then turn left again and throw a few grenades into the hole in the floor. The central lift will rise hopefully with a

dead fiend on top, if not use your nailgun to finish the job, then step onto the lift in the right hand corner. On the next floor exit the lift and blast the two ogres approaching from the right, then follow the corridor and activate the switch in the lava room. Turn around and splatter the zombies behind you, then arm yourself with the rocket launcher and cross the bridge into the ogre filled room on the other side.

When the ogres are dead enter the room and follow the path that heads to the left, then turn to the right and jump onto a lift. On the ledge above collect all the ammunition and activate the switch on the wall before returning to the lift and dropping down to the floor below. Follow the corridor directly in front of you onto a T-shaped bridge above a lava pool, then shoot the switch on the right hand

wall. Splatter the ogres that will appear on either side of you, then throw a few grenades through the hole in the bridge to kill the vore in the cage below. Now jump down into the cage, stand on the central switch, and shoot the switch on the wall, and you will be teleported back onto the bridge. The door on the opposite side of the bridge will now be open, so run forwards and jump the hole in the bridge and follow the passage beyond.

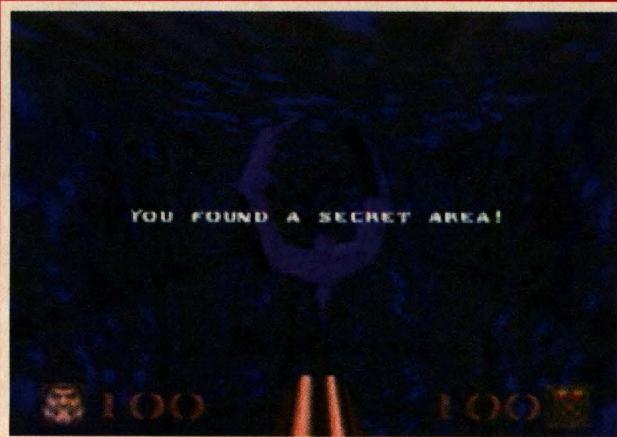
Turn right, then left and walk down some stairs into a small room. There are two death knights hiding around the corner at the bottom of the stairs, blast them with your super nailgun, walk to the nailtap hall. Wait to splatter the ogre who will leap off the ledge to the right, dash through the deadly traps to the end of the passage. Turn to the right and splatter the nearby ogre before aiming a few careful rockets at the vore on the other side of the lava pool. Enter



the room and activate the switch in the left hand corner to operate a lift to the right, then aim rockets at the ogre and death knight on the ledge above. When these enemies have been destroyed, jump on the lift and ride up to the bridge. Walk over the bridge to the wall on the far side, then drop over the edge to the right and pick up a couple of health packs. Quickly turn around and battle with the ogre emerging from the passage to the right, then run down this little corridor and jump into the portal at the end to finish this level.

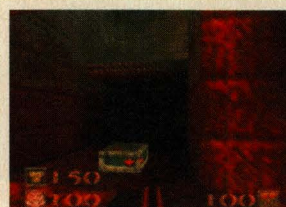
Secret 1

In the ogre filled room with the lava pools around the edge. Shoot the vent to the right hand wall to open a hidden niche and operate a small bridge across the lava. Walk across the bridge to collect a quad damage rune from inside the first secret area.



Secret 2

After activating the switch on the balcony, above the ogre filled room. Drop over the ledge by the lift then turn around to face the lift again. The second secret area is located below this lift, so step onto the lift and then step back quickly once it begins to move. Now drop down the hole underneath the lift and collect a mega health from secret area two before stepping into the portal to return to the ogre filled room.



Secret 4

Stand on top of the bridge across the lava pool and turn to your right. Shoot the ogre in the cage beside the lava pool and then leap across the pool to land on top of the ogres cage. A hidden door will open in front of you giving you access to the last secret area on this level. Inside this small passage you will find some nails and a pentagram of protection, then you can exit the area by jumping back down into the nailtrap hall.



Secret 3

After activating the switch beside the lava pool, look up to the left and you will see a small quake symbol on the ceiling. Shoot this tiny switch to open a secret area in the wall to your left. Inside this well hidden secret area you will find a mega health, some yellow armour and a quad damage rune.



This secret is hard to find. Look for the small quake switch on the ceiling here.



Players
One



Cartridge
8Mb



Memory
Yep!

Publisher:
Developer:

Nintendo
In-house

Game type:
Origin:

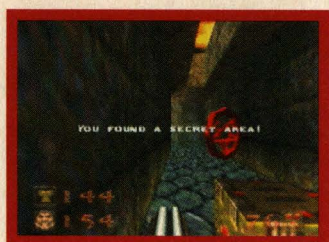
3D Platform
Japan

Released:
Price:

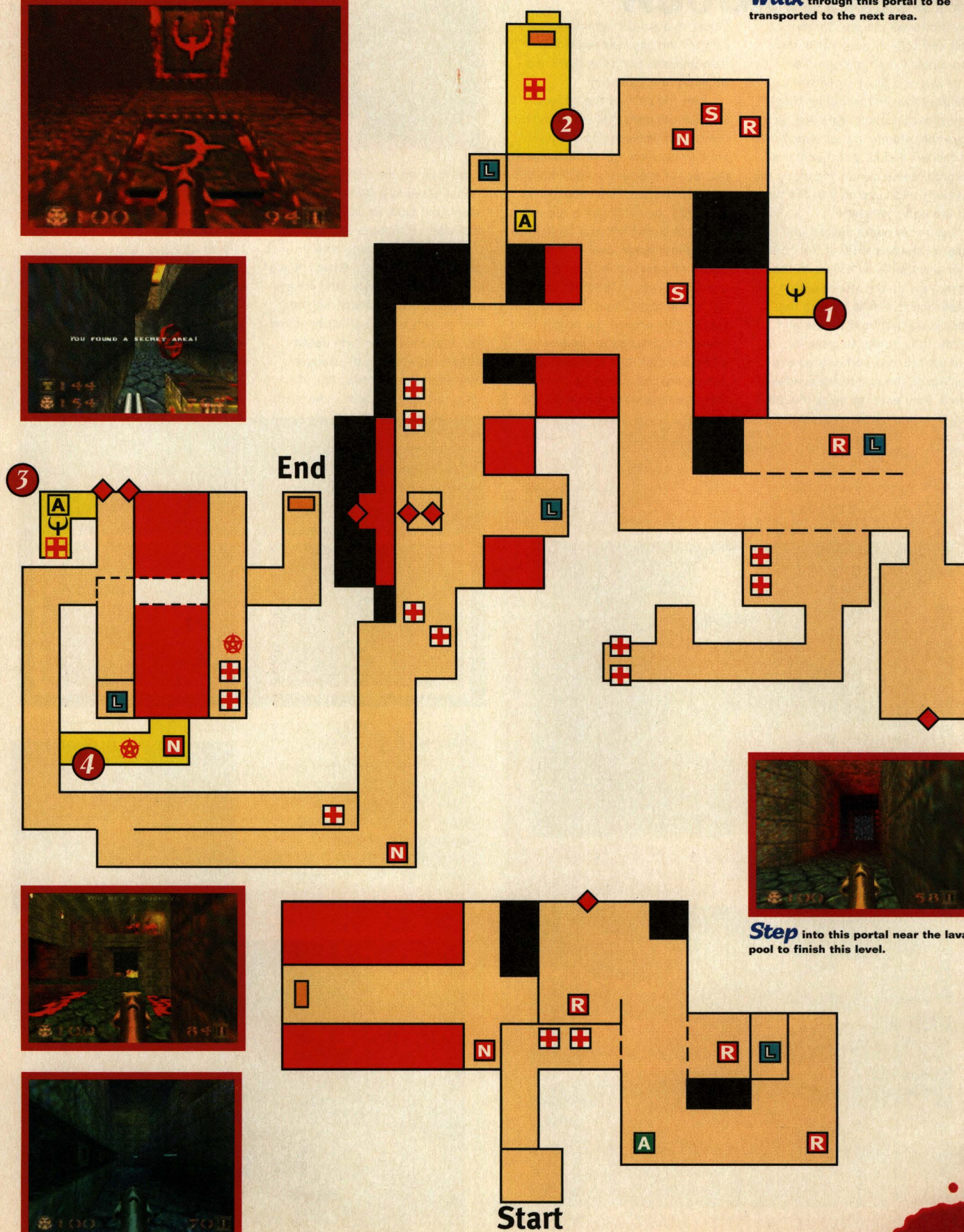
1 March
£59.99

HALLS

LEVEL 18



Walk through this portal to be transported to the next area.



Step into this portal near the lava pool to finish this level.

THE TOWER

WALKTHROUGH

Drop through the hole in front of you and collect the items in the room below. Exit through the doorway and blast a pair of knights, then follow the winding passage to the left, splatting an ogre that stands in your way. Turn to the left and kill another duo of knights before continuing along the passage and jumping into the pool on the right hand side.

Grab your super nailgun and splatter the shambler at the bottom, then use the lift to collect all the power-ups on the ledges above your head. Exit this area through the door in the left hand corner and follow the corridor to the end. Around the next corner a vore is waiting so throw a few grenades in there, then enter to finish the job.

Grab the quad damage rune and splatter the approaching knights then proceed along the darkened passage to a T-junction.

Take the path to the left and splatter the ogre that is waiting on the sloped walkway, now blast another ogre on top of the ledge at the rear of the room and climb the slope to the top. Turn around and leap onto the small ledge opposite then turn to the left and climb onto the highest ledge. Sneak through the small passage in front of you and drop down to the floor to the left of the caged area. Splat the two knights around the corner then follow the passage to the end, killing the ogre that is guarding a dagger shaped switch on the wall. Activate the switch and enter the



small room to the right and head for the silver key. You will be teleported back to the top of the pool where the silver key is located, so pick up the key and dive through the portal on the left. Blast the wall directly in front of you and jump into the passage hidden behind. Ride the lift to a small room at the top, then kill the waiting death knight and activate the dagger shaped switch opposite the lift. Drop through the hole underneath

the switch and turn to your left to battle a pair of ogres emerging from behind the door you just opened. When the ogres have gone, enter the room carefully and walk up to the spikes in the floor to activate the trap, when the gate has crashed to the floor, jump through the gap into the passage behind. Walk to the end of the corridor and then turn around to your right, avoiding the nailtrap on the wall proceed to the end of the passage. Carefully walk over the thin bridge and onto a small ledge along the right hand wall.

All you need to do now is follow the ledge around and step through the portal around the corner to be teleported to the final room. You can now step through the portal to return to the castle or open the silver door to exit the level.

Secret 1

Drop through the hole in the floor to the room below, then shoot the glass window to reveal a switch underneath. Activate this switch to open the cages in the corners opposite, then collect a double barrelled shotgun and some shells from the first secret area.



Shoot the window on the wall to reveal a switch hidden underneath. Activate this small dagger switch, to open the first secret area.



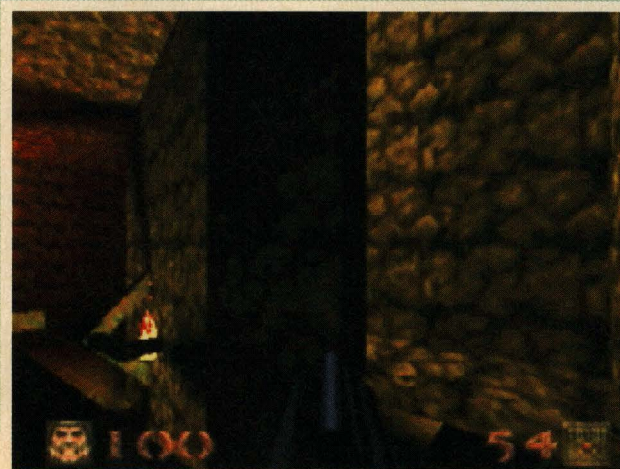
Secret 2

From secret one, exit through the door and follow the passage to the right. Splat the two knights at the end of the corridor then shoot the wall on the right hand side, to open the second secret area. Inside this small room you can collect some shells and a ring of shadows.



Secret 3

Climb the thin ledges and pass through the small passage at the back of the room. Stop on the ledge and peer over the edge and you will see a mega health on top of the cage below you. Leap onto the cage to collect this mega health power-up from the third secret area.





Players
One



Cartridge
8Mb



Memory
Yep!

Publisher:
Developer:

Nintendo
In-house

Game type:
Origin:

3D Platform
Japan

Released:
Price:

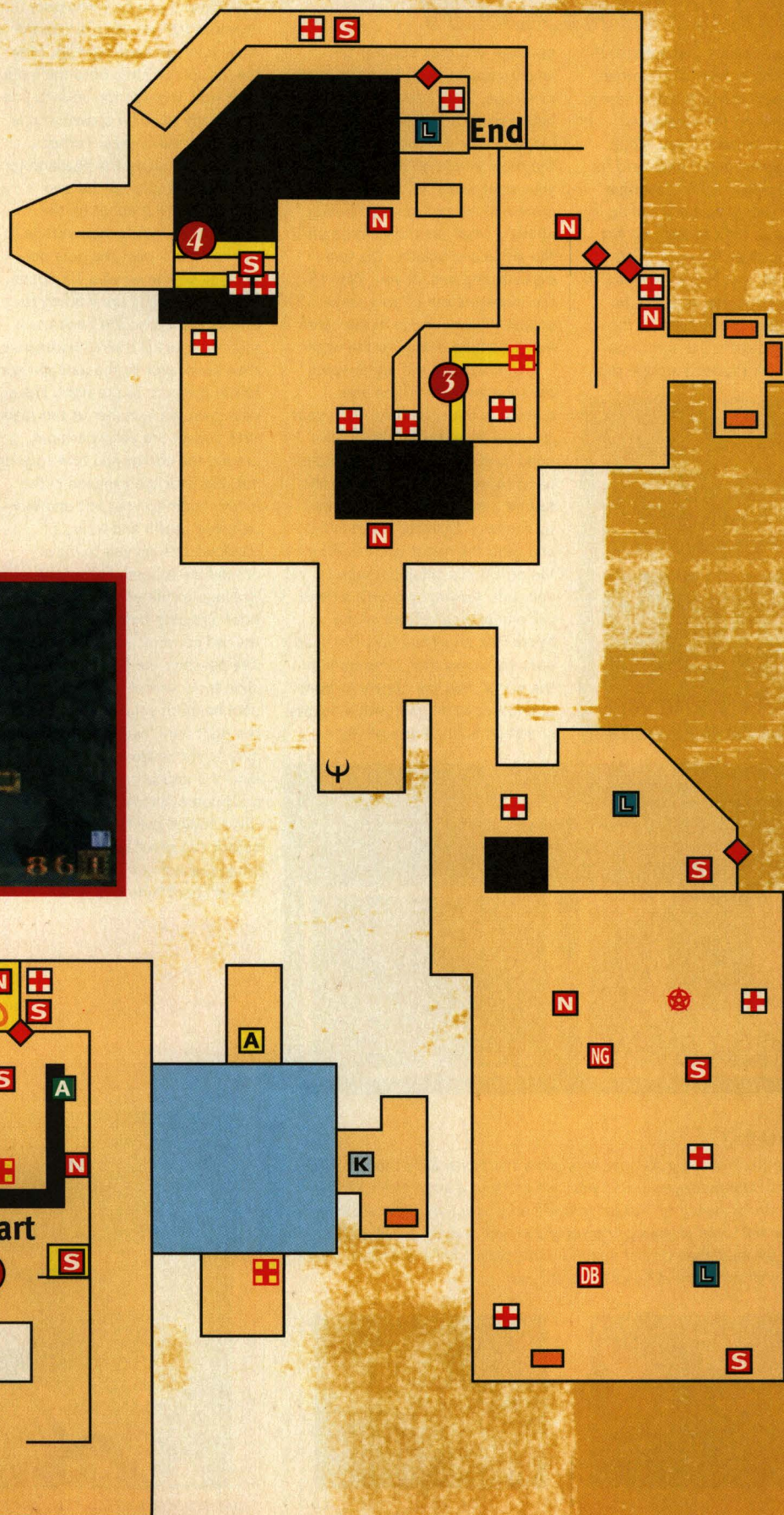
1 March
£59.99

OF DESPAIR

LEVEL 19

Secret 4

After you have activated the dagger switch over the hole in the floor turn and shoot the wall to the right. Pass through this dark passage and drop onto the ledge below, to find the last secret on this level. Here you can find two health power-ups and a pair of gruesome ogres.



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THE ELDER

WALKTHROUGH

Select your nailgun and splatter the fiend directly in front of you, then collect the nails and a mega health, before shooting the window to open the door behind you. Walk into this square room and head for the door to your right, blasting a pair of knights that are standing in the doorway, then running up the slope to splatter the ogre firing grenades at you. Now head back down the slope and run into the small corridor at the back of the room and activate the switch on the rear wall. Proceed around the

passage and then splatter the knights appearing from underneath the slope. Walk into their little hiding place and activate the switch hidden in the darkness, then exit the room and head for the room to your right again. In the next dark room nail the two scrags floating above a small pool, then drop off the ledge and splatter the two ogres hiding behind you. With all the monsters out of your way collect the power-ups in the ogres hole and then dive in to the water.

Swim through the underwater passage and you will emerge outside in the cemetery. Grab your grenade launcher and head for a quad damage rune in the far right hand corner, then head to the left to find a mega health surrounded by zombies. Splatter the zombies and grab the health and head for the portal in a small passage to your left. As you approach a fiend will materialise in front of the teleporter, show him how the quad damage works then jump through the portal. You will appear in front of another small pool with a couple of scrags floating around above

Secret Level

To find the secret level, step through the portal on the wall inside the third secret area and you will be warped to this monstrous secret level.



Secret 1

Jump onto the lift and rise to the ledge beside the silver door. Behind the two yellow posters on the back wall lies the first secret area containing two health power-ups.



Secret 2

Stand in front of the gold door and follow the passage to the right. At the end of the passage turn to your left and into a large room, where you will find a switch on the far wall. When you activate this switch the floor will lower revealing the second secret area below. Blast the waiting zombies then collect some armour, nails, shells, a double barrelled shotgun and a quad damage rune.



you. Blast these two monsters then dive into the pool and run up the small bank and onto the lift. Ride the lift up and jump onto the ledge then walk through the door to your left, ready to nail a spawn who is waiting in the darkest corner.

Continue along the passage to the end and splatter the two knights hanging about on the corner, then follow the passage to the left. Walk past the gold door and you will arrive at a T-junction, where two fiends are waiting to ambush you. Use the back track technique to kill these two enemies, then head back to the junction and follow the path to the right. Have your grenade launcher at the ready, then collect the yellow armour around the corner and turn to your left. Splatter the zombies in the hidden room to your left and pick up some health and a ring of shadows to help you to move around un-noticed. Follow the passage to the end then turn to the right and stop before you run along the red corridor. As you run down this passage the floor will begin to slide away revealing a red hot lava pool beneath your feet. Run along the right hand wall and then jump over to the ledge in front before the platform beneath your feet disappears completely. Nail the fiend behind the hidden wall then collect the silver key and head back along the red corridor, keeping to the left hand side this time.



At the end of the passage turn right and right again and walk onto the balcony of the room with the slope. Run down the slope and nail the fiend waiting around the corner, then head back to the square room and take the door opposite, riding the lift back up to the silver door. Pass through the silver door and run along the corridor to the end, then turn to the right and splatter the troop of knights charging towards you. Run straight along the passage and collect the gold key from on top of a small rise then splatter the trio of knights in front of you.

Keep moving along this passage and you will arrive back at the room with the slope, this time through the door on the other side. Again proceed down the slope and into the square room, then take the door almost opposite and ride the lift up towards the silver door. This time turn to the left and follow the passage to the end, then turn to the left again and open the gold door. Kill the ogres standing just inside the door, then step through the gate to exit this level.

Secret 3

This third secret area is extremely well hidden and is accessed whilst inside the second secret area. Jump onto the central lift to rise back to the floor above, then jump straight back off and dive through the portal underneath. You will now be teleported into the final secret area where you can collect two health crates, some nails, some rockets and some red armour.





Players
One



Cartridge
8Mb



Memory
Yep!

Publisher:
Developer:

Nintendo
In-house

Game type:
Origin:

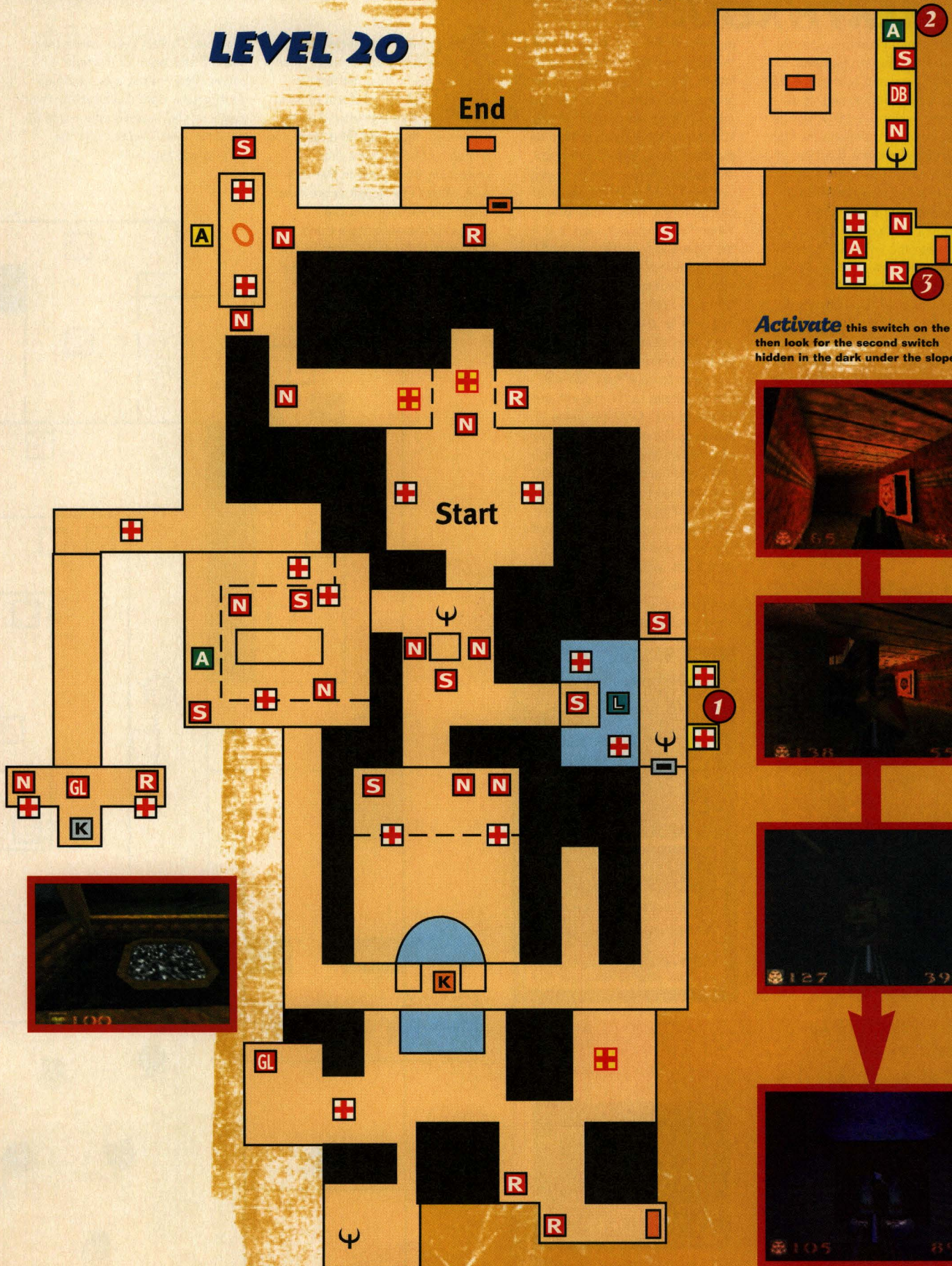
3D Platform
Japan

Released:
Price:

1 March
£59.99

GOD SHRINE

LEVEL 20



Activate this switch on the wall, then look for the second switch hidden in the dark under the slope.



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THE PALACE

WALKTHROUGH

Grab the mega health in front of you, then run up the passage directly ahead and turn to the right. Splatter the approaching fiend, then continue into a large square room at the end. Walk to the right and proceed down a short set of stairs then turn to the left and enter the dark corridor leading under the central structure.

Continue along the dark passage then when the walls on either side of you drop, back track and blast the two fiends that will leap out at you. When the fiends are gone, continue along the passage and up a flight of stairs at the end. Quickly turn to your left and splatter a pair of death knights, then head down the passage killing another two fiends who are waiting just along the hall. Continue to the end of the passage and then turn to the left and climb a slope up to a small bridge guarded by a fiend. Splatter the fiend then cross the bridge into another passage full of fiends, death knights and scraggs. After this ferocious battle turn to the left and walk along the

passage to the end, then turn to the right and blast another death knight waiting beside another small bridge. When the death knight is dead walk across the bridge to your left and splatter another fiend on the other side. Turn to your right and follow the passage to the end watching out for fiends who will charge at you from either side. When the fiends are dead, turn to the right and follow the passage to the end where you will find a door with a guillotine set above it. Carefully approach the doorway and wait for the sharp blade to drop, then as it is lifted back into position, run through underneath. Now turn to your right and walk up a set of stairs to the top and stand on the switch. Once you have activated the switch, grab the ring of shadows, then drop over the edge, and head towards the pool.

Jump into the pool and splatter the school of rotfish swimming around, then jump onto the moving platforms and head for the ledge on the left. Walk across the ledge and collect the super nailgun, then turn to your left and slaughter the fiend leaping from behind the

receding wall. Help yourself to the mega-health and ammunition, then head for the moving platform to your left. Use the platform to jump over the pool to the ground on the other side, then splatter a fiend and a couple of scraggs who are protecting the bounty in this little area. When the monsters are dead, grab the silver key and the ammunition crates, then stand underneath the portal jump in. You will appear in a secret area with a health power-up and a ring of

shadows. Collect these items then drop off the ledge to the floor below, then run through the silver door to your right. Splatter the two death knights waiting either side of the door, then step through the gate to exit this level.



Secret 1

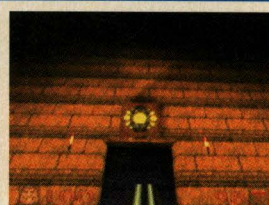
In the first large room you come to, walk around to the left and enter through the door with the yellow light above. Jump into the pool to discover the first secret area. This pool is full of health packs and will replace any lost health.



Secret 2

Shoot the yellow light above the door near secret area one and a hidden panel will open up behind you.

Inside the second secret area you will find some nails and a pentagram of protection.

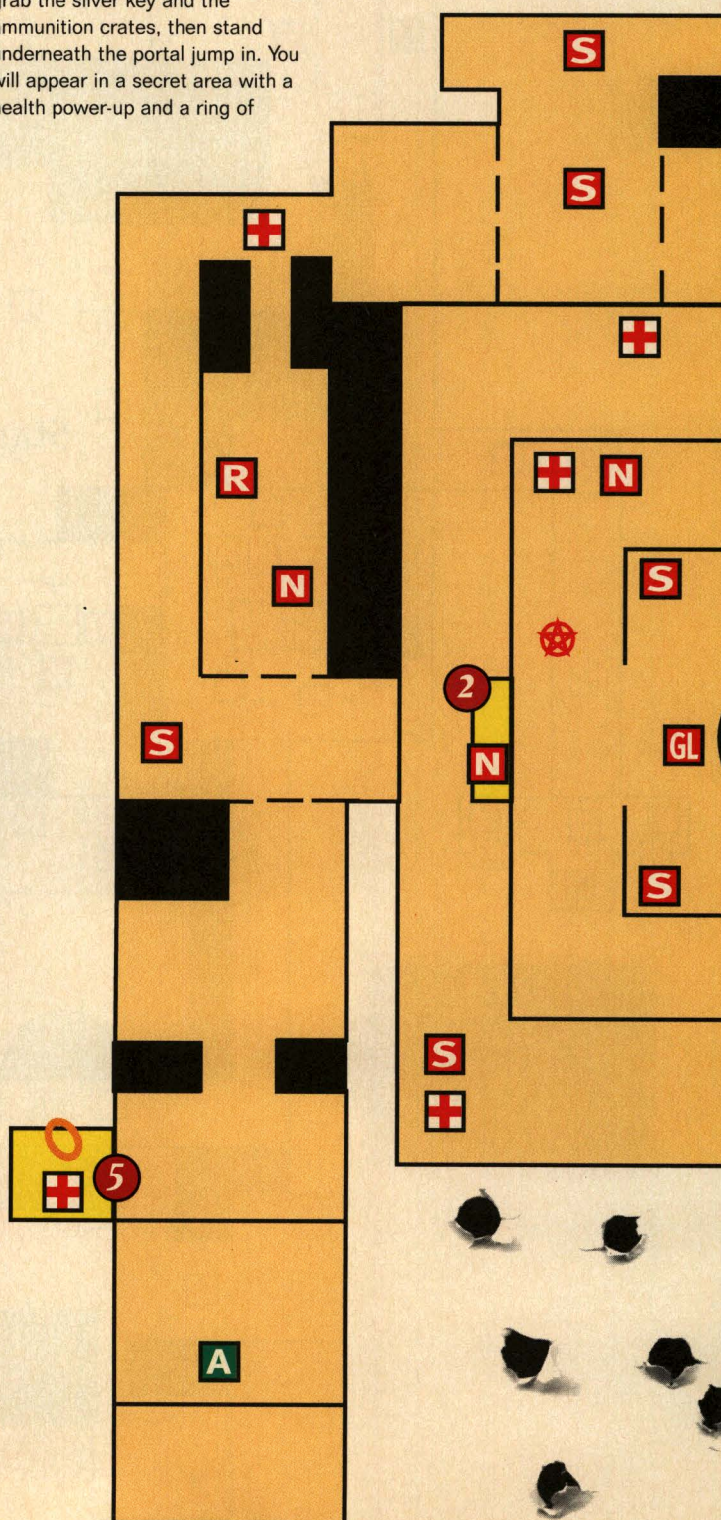


Secret 3

Walk past the healing pool and follow the corridor to the end.

Shoot the yellow light directly in front of you, then turn to your right to find a hidden lift. Jump onto the lift and then step off again, then dive underneath to find the third secret area.

Inside this area you will find some red armour and a switch, activate the switch and then turn to your immediate left to exit this little area.

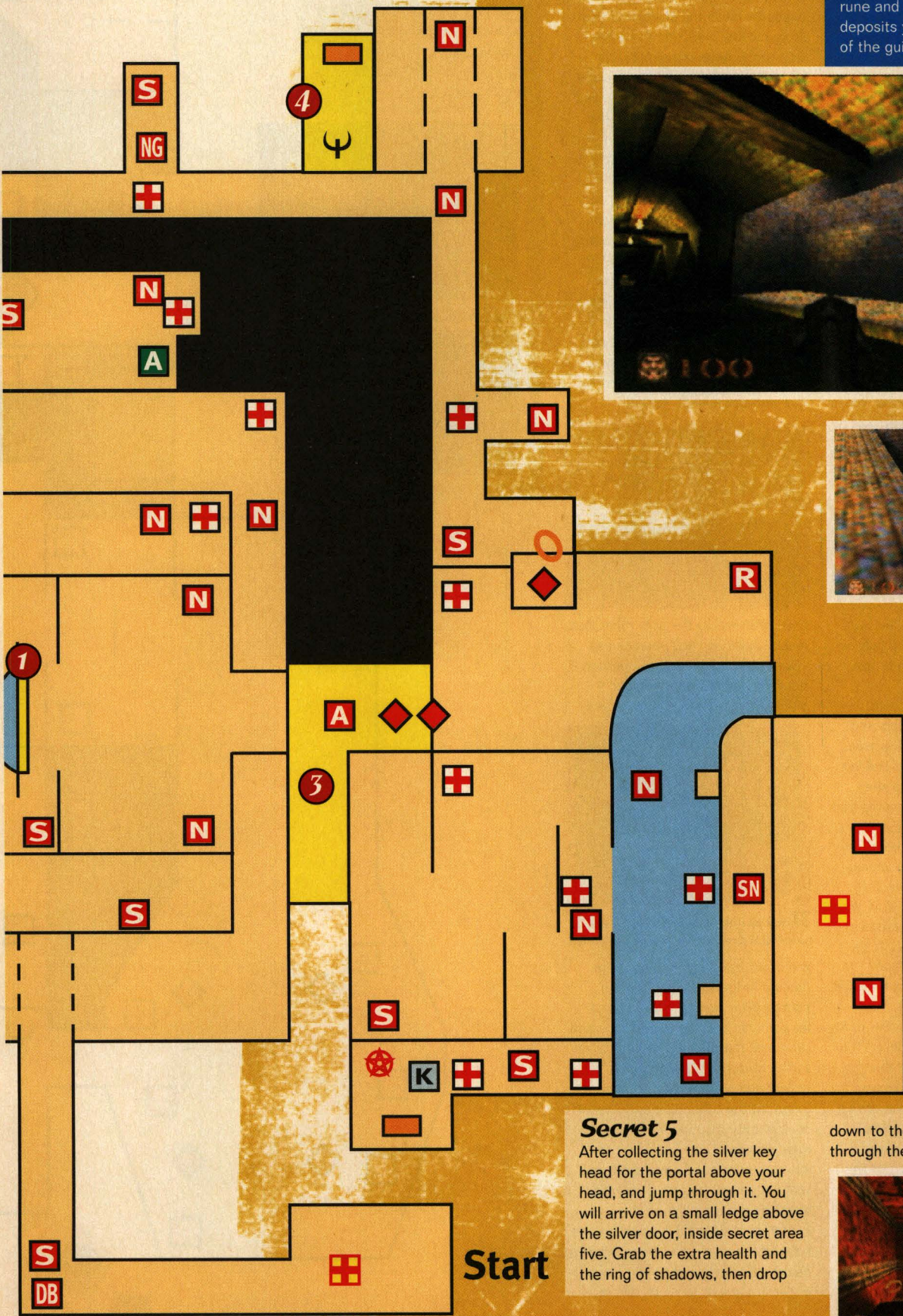
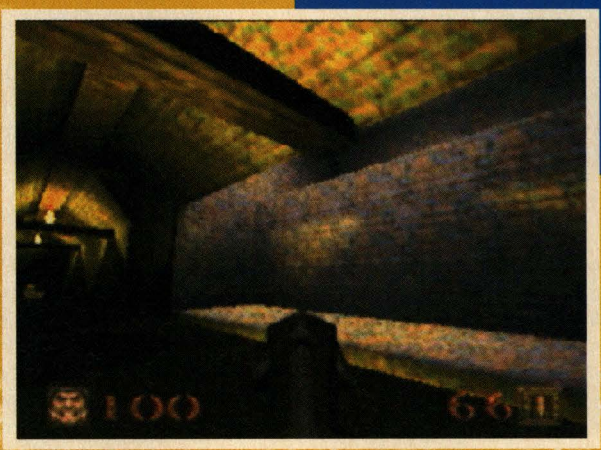


OF HATE

LEVEL 21

Secret 4

At the other end of the passage from the guillotine door you will find some nails. As you collect these nails the wall panel to your left will drop and a knight will attack you. Splatter this monster, then stand on the lift to find the fourth secret area. Inside this secret there is a quad damage rune and a portal which deposits you on the other side of the guillotine doorway.



Secret 5

After collecting the silver key head for the portal above your head, and jump through it. You will arrive on a small ledge above the silver door, inside secret area five. Grab the extra health and the ring of shadows, then drop

down to the floor below and dash through the silver door.



THE PAIN MAZE

WALKTHROUGH

Grab the mega health and a quad damage rune from the ledge in front of you, then drop over the edge and grab a ring of shadows underneath. Splatter a pair of fiends in the large room at the bottom, then quickly head for the door on the right. Blast the fiend that drops in front of you, then dash through the room and hop onto the lift around the corner. Blast the altar in the centre of this room and then quickly kill the trio of vores that will drop in to pay you a visit. Now turn around and jump across the passage into a small niche where you can pick up the silver key. Step back onto the lift and splatter the death knight standing on the platform to your right, then head back to the large room where you

death knights that surround the pool area. Ride the lift up and step onto the ledge to the right, then jump over to the silver door opposite. Grab the shells and then drop into the water on the other side of the gate and sink to the bottom. Turn to your left and climb up the slope into a long room filled with fiends and vores. Ignore the stairs to begin with and head along the main area of the room killing all the beasts that dare to stand in your way. Activate the switch on the pillar farthest away from you, then return to the foot of the stairs and climb up to the top. Blast the death knight who stands in your way and then follow the passage to the end, then turn to the right. Follow this passage to the lift and rise to the next level, then run forwards to collect the goodies in the passage ahead. You will

Secret 1

Drop off the starting platform and walk around the large room at the bottom. Activate the switch on the back of a pillar found to your left and a hidden panel will open revealing a lift. Jump onto this lift to rise up into the first secret area.



started from. Now follow the path to the left, walk around the corner and blast the vore waiting in the darkest corner.

When the vore is dead, exit through the door to your left and pass through the barred doorway into a large room. Move to the left and peer over the ledge to see several spawns waiting to jump you when you drop down. Select your rocket launcher and dispose of as many as you can before dropping into the lower room and blasting any enemies that remain. Now you must activate the four switches in the pillars to lower the exit lift to the left. Step onto the lift and collect the gold key then ride the lift up to the levels start point.

Run through the door to the right again and drop into the pool on the right hand side, then swim through the underwater passage blasting rotfish as you go. At the end of this watery corridor, swim up to the surface and head for the island in the middle. Jump out of the pool and stand on the gold switch on the floor to lower the lift in the centre, then splatter the

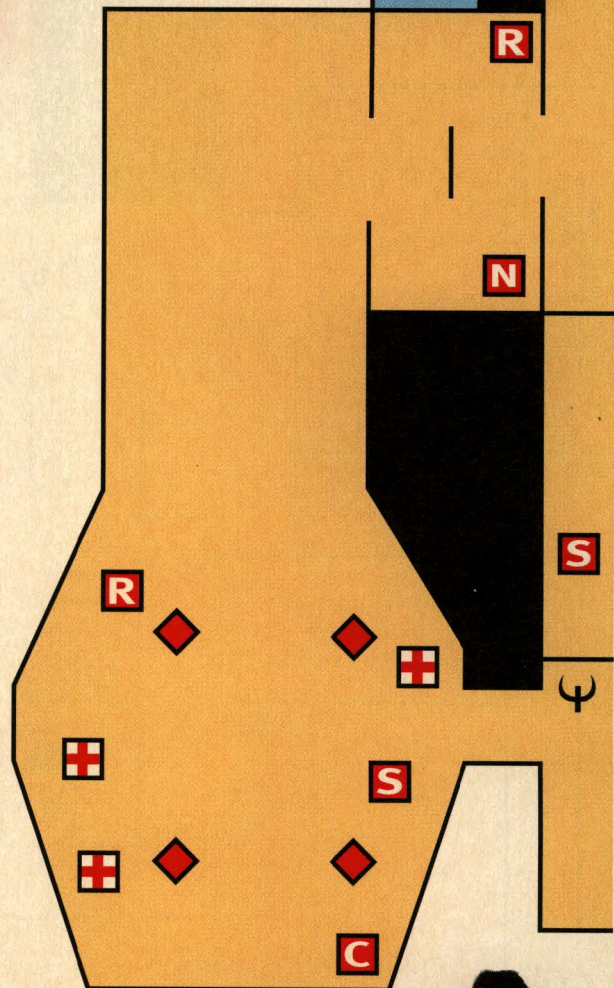


have returned to the pool room, but much higher up, and you can use your height advantage to grenade the vore and the death knight below. When these two monsters



This switch closes the walls, whilst opening a door at the top of the stairs.

are dead, carefully leap onto the highest ledge and walk into the centre. Now turn to your left and leap across into the lit entrance and drop into the pool at the back. Sink to the bottom of this pool and collect some extra rockets, then jump out the other side and run for the right hand corner. Grab the quad damage rune and use it to splatter a vore and several spawns that will attack you once you start shooting the altar. When the monsters have gone run around the back of the altar and collect a mega health, then proceed up the slope and into the exit to finish this level.





Players
One



Cartridge
8Mb



Memory
Yep!

Publisher:
Developer:

Nintendo
In-house

Game type:
Origin:

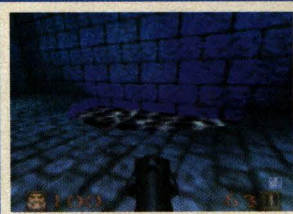
3D Platform
Japan

Released:
Price:

1 March
£59.99

Secret 2

Dive into the small pool on the right and sink to the bottom. As you make your way along the watery passage you will notice a small space where you can surface for air. Jump out of the water here to discover the second secret area. Inside this small secret you can find a thunderbolt, health pack, rockets and a biosuit.



LEVEL 22

Secret 3

Swim around the large pool at the end of the flooded passage and you will notice a dark piece of wall under the central island. Shoot this wall and a hidden door will open up revealing the third secret area. Inside this secret room you can collect some nails, shells, cells, and a pentagram of protection.



Secret 4

From the highest ledge in the large pool room you can jump onto the fourth secret area. Take a running leap from this high ledge and collect some red armour and some cells from the platform that remains unreachable from any other vantage point.



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Quake Solution

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AZURE AGONY

WALKTHROUGH

LEVEL 23

Run forwards and pick up the mega health, then proceed forwards into a dark room with several pools. Grab your thunderbolt and fry the shambler who attacks from behind, then take a running jump to collect the two rockets at the back of the room. Drop through the hole in the floor to the level below and run to the left, killing a death knight and activating the switch on the wall. Now move around to the right hand side and battle with a fiend, activate the switch on the wall and return to the centre. Run towards the lift, then turn to your right to splatter a well hidden death knight, then jump onto the lift to rise up to the next level. Jump over to the right hand side and grab a handful of power-ups and a ring of shadows, then leap over to the dark platform on the other side. Grab the armour and then walk down the stairs, stopping to splatter a fiend hiding to your left. Continue to travel down the stairs and to the left, then back track while you tackle the two fiends waiting at the bottom of the steps.

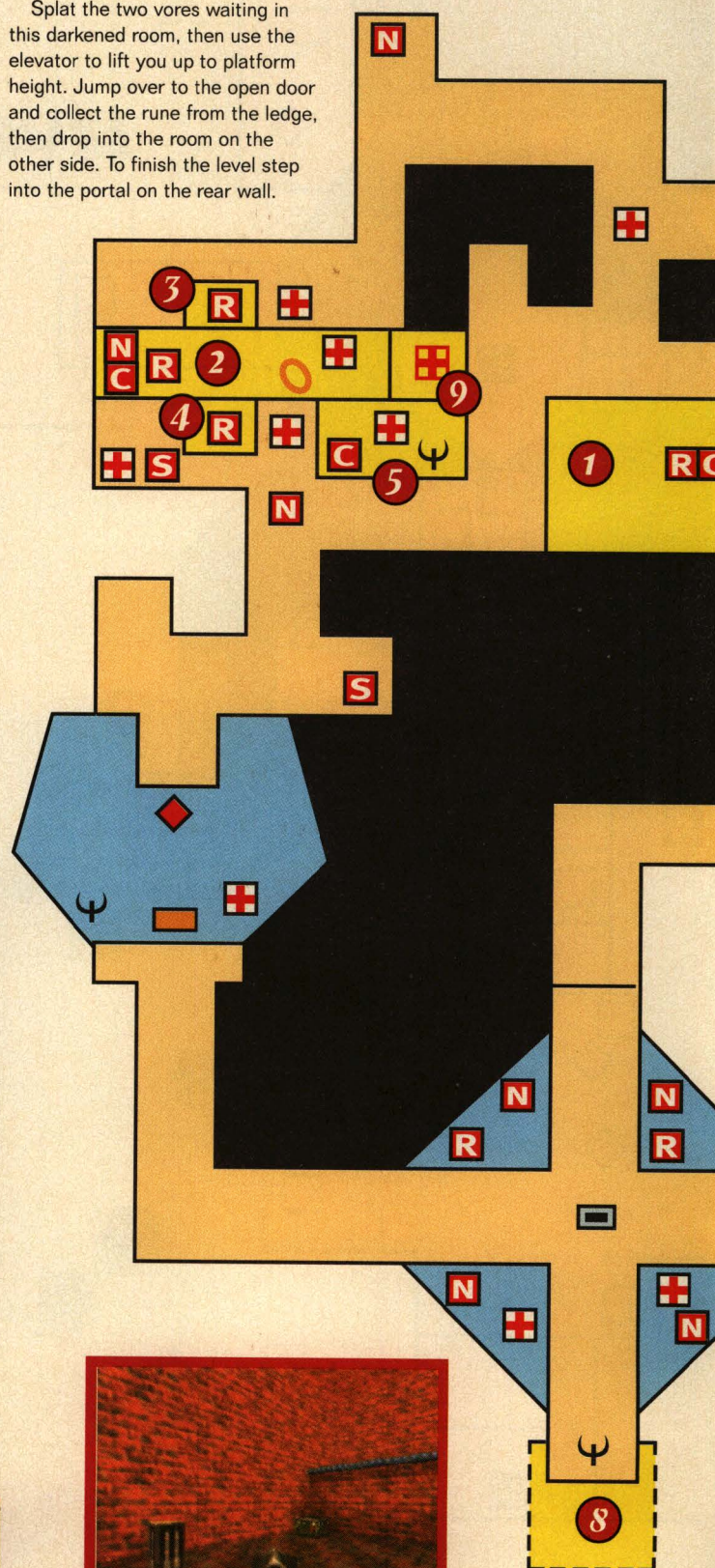
Turn to the right and follow the passage, then turn left and run up a flight of stairs. Splatter the fiend who is waiting at the top then turn right and then left and continue up another flight of stairs. Turn to the right, then walk up another set of stairs to your left killing a small

troop of death knights at the top, then blast the fiend waiting to your right. When the coast is clear run to the top of the poolside stairs and shoot the lights on the ceiling, then dive into the pool. Splatter the zombies in the corners, then collect the quad damage rune and exit through the portal. You will return to the foot of the poolside stairs, and must now take a running leap to reach the platform on the opposite side of the pool.

Proceed along the dark passage, then turn to your left and blasting a vore whilst your quad damage is still working. Keep running along the corridor and you will arrive in another large room with a cross-roads over another pool. There are two vores and a shambler in this room waiting to attack, so dash into the room and show these monsters how your quad damage works. Collect the silver key from the centre then shoot the lights in the ceiling. To activate the other switch, arm yourself with your grenade launcher, and dive into the pool. In the centre of the pool are some more lights, shoot them and then exit the water to fight another vore who is sitting in the centre of the cross-roads. When the vore is gone, exit this large pool room and continue along the passage that you have just opened. At the end of the corridor turn to your right and

nail three fiends, then continue along the passage to the silver door. Open the silver door and select your rocket launcher, then walk along the passage to the room at the end.

Splat the two vores waiting in this darkened room, then use the elevator to lift you up to platform height. Jump over to the open door and collect the rune from the ledge, then drop into the room on the other side. To finish the level step into the portal on the rear wall.



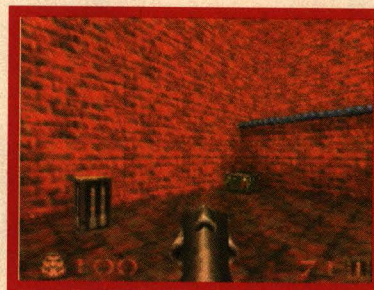
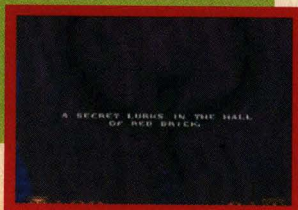
Secret 1

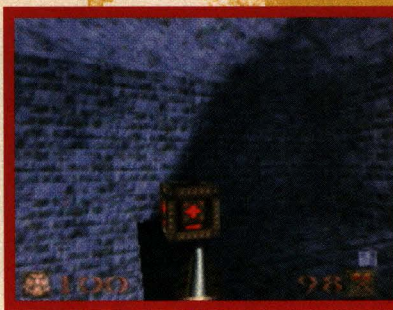
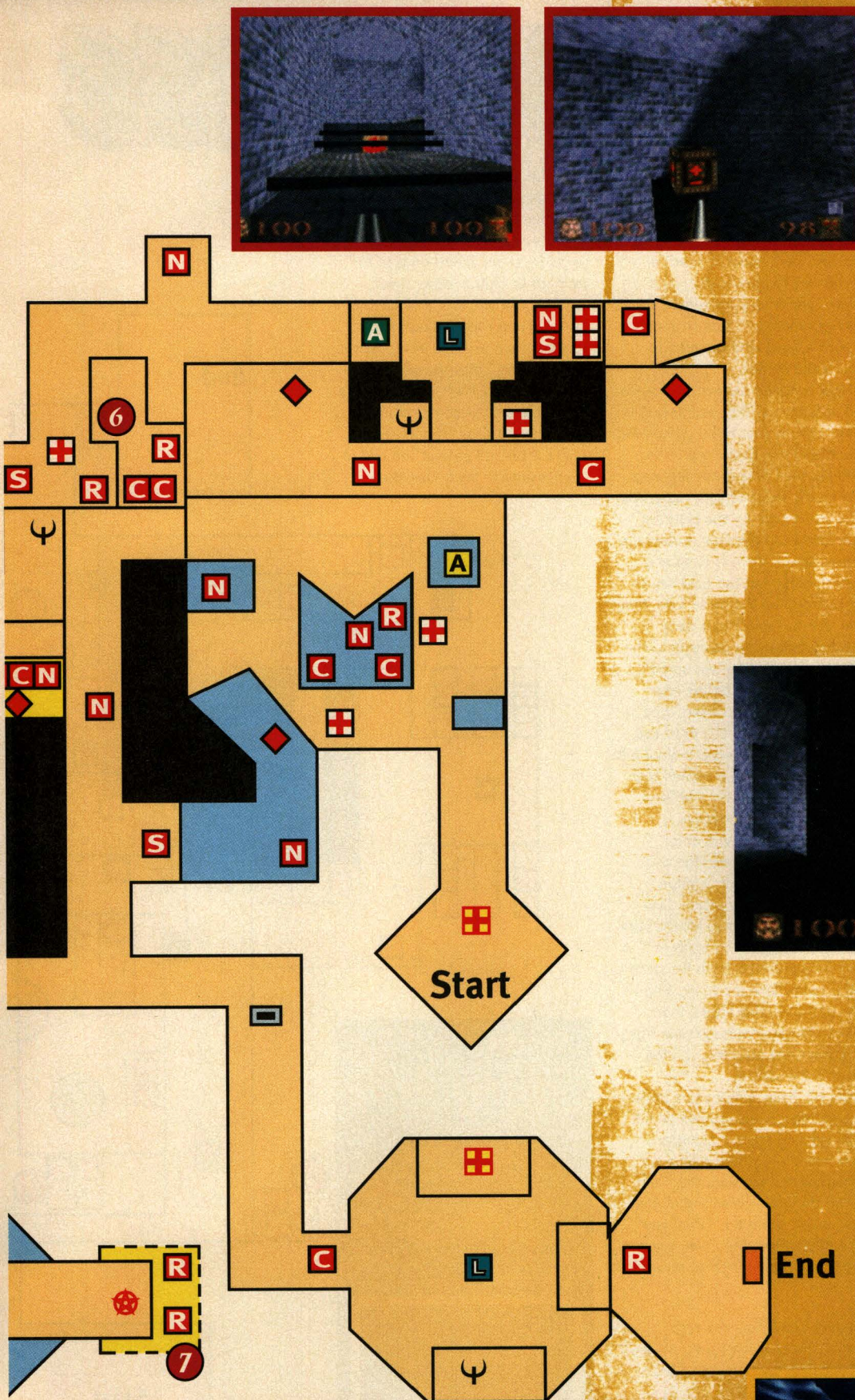
Grab the biosuit from the red lit hallway, then turn to the left and run around the corner to the quad damage rune in the green lit corner. Grab the rune and drop into the slime pit below, run around the corner to the second portal and step through to find the first secret area. Grab the red armour, then activate the switch on the wall to uncover some extra ammunition.



Secret 6

Jump into the pool from the steps then turn around and activate the underwater switch. Dive through the portal to return to the foot of the stairs, then head back down the stairs to the red corridor. Splatter the fiend and a vore who are waiting at the end of the passage then climb the stairs into the sixth secret area. There are some cells and rockets for you to pick up here.





Secret 2-5

From secret one drop out of the window and turn to the left. Run up a flight of stairs then turn to the right and continue along the passage and down a small flight of steps at the end.

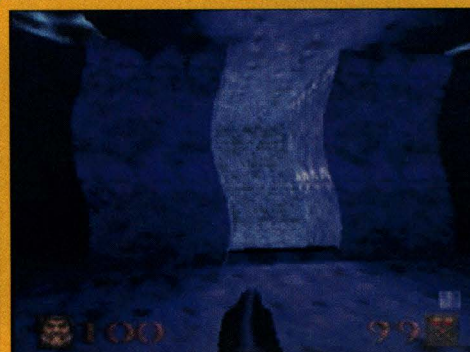
Turn to the right and shoot the red switch underneath the stairs ahead of you, then quickly run up the stairs before they move. Now turn around and climb the stairs once they have reached their new position and jump onto the platform above. There are four secret area to discover here the first holds rockets, shells, health, and a ring of shadows.

Now shoot the lit areas on the wall to discover two more secret areas with some rockets hidden in each. For the final secret in this area shoot the wall to the right of the health power-up and a hidden door will retract. Inside this area you can find some cells, health and a quad damage rune.



Secret 7-9

In the room with the pool and the cross-roads, dive into the water and search around the edges. You will find a lit area underneath the path which is the first of the three secrets here. Inside this small underwater secret you can collect some rockets. Now swim around the pool to the left and step through the portal to access the second secret area here. You will be warped into the final secret of this level where you can find a well earned mega health.



THE NAMELESS

WALKTHROUGH

Run forwards and grab the mega health in front of you, then splatter the zombie by the wall. Follow the passage down to the left, then turn left again and walk up the slope towards the gold door. Turn to your right and splatter the approaching fiends, then fire a few grenades at the ogre stood on the ledge to your right. Enter the building to the right underneath the ogres perch, then turn immediately to the right and follow a small dark passage. Climb the slope at the end and shoot the ogre to your right, then drop down the circular pit into the pool at the

bottom. Jump out of the water and splatter a few zombies in the room ahead, then move to the right and activate the switch on the wall.

Exit the room via the passage at the back and ride the lift up to the next floor. Walk forwards and jump onto another lift, then continue along the passage to the right. Splatter the ogre ahead of you then turn to the left and ride another lift up to confront another angry ogre.

Finally stand on the lift at the end of the passage and rise up to the top floor, then use your grenade launcher to splatter the waiting zombies. Continue along the hall and activate the switch in front of the window, which operates a lift that you will need this later in the level. Head back down the lift filled passage to the pool and step onto a small lift and rise up so you are level with the thin ledges running around the central area. Turn to the right and follow the ledge grabbing the yellow armour along your way, then on the other side of the central area drop down into the centre. Activate the switch on the wall and

the platform will drop down to the floor below. Splatter the zombies to your left, then shoot the red switch on the wall to open a door, and release you from your cage. Exit this dark room and turn to your left to fight a fiend who is waiting around the corner.

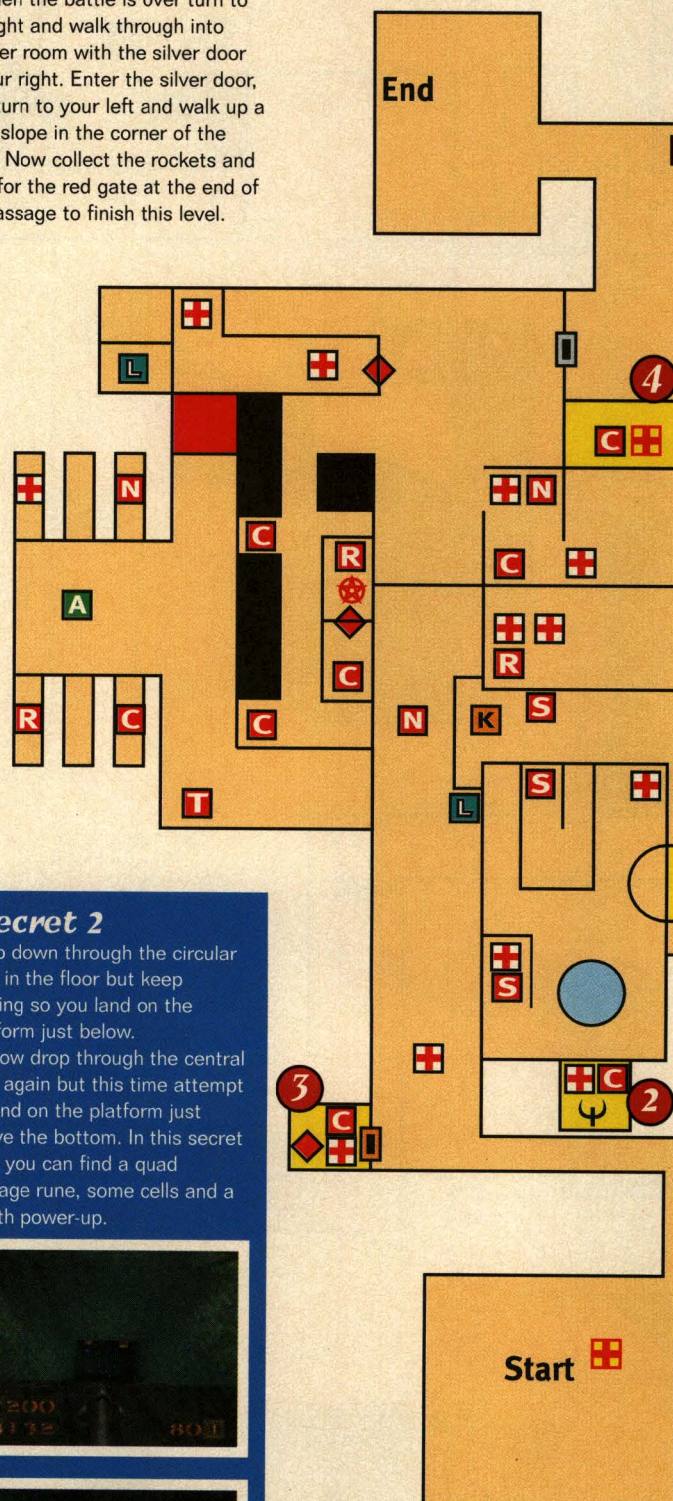
Now continue around the corner and press the switch on the wall to lower a lift to your right. Jump onto the lift and rise to the top of the building, then take a running leap over to the ledge to your right. Kill the waiting ogre on the platform then follow the passage around the corner. Take a running jump and launch yourself at the gold key on the platform on the other side, then enter the building into a dark corridor. Follow the passage to the end and splatter the two ogres waiting in the room below you. Once the ogres have gone, drop down to the floor and turn to the right. Enter the passage to your left and follow around the corner, then turn around to splatter the fiend leaping at you from behind.

When the monster is dead continue along the passage and into a large room with a ledge running around the outside. Use your rocket launcher to kill the vore and ogre stood on the platform, then jump onto the lift in the centre of the room. Take a running leap over to the outside ledge, then collect the quad damage rune from the corner and step through the portal in the centre.

You will have warped to a large dark room with several fiends and vores running around. Splatter these monsters whilst your quad damage is still working, then run around the room collecting all the ammunition available. When you are ready, collect the silver key and step through the portal to return to

the ledge. Drop off the ledge and run through the passage ahead of you, then continue into another little corridor. Walk through the passage to the end, then turn to your left to fight another fiend.

When the battle is over turn to the right and walk through into another room with the silver door, then turn to your left and walk up a small slope in the corner of the room. Now collect the rockets and dash for the red gate at the end of the passage to finish this level.



Secret 2

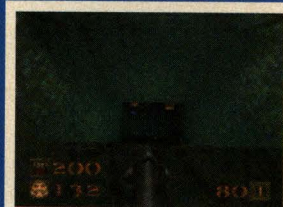
Drop down through the circular hole in the floor but keep moving so you land on the platform just below.

Now drop through the central hole again but this time attempt to land on the platform just above the bottom. In this secret area you can find a quad damage rune, some cells and a health power-up.

Secret 1

Enter the building underneath the ogres perch and follow the path immediately to your right. Climb the slope at the end, then jump off the ledge and bash the switch on the wall. A door will open to your right,

leading to a few zombies and a lift. Ride the lift up to the floor above and splatter the vore waiting in the corner, then drop through the hole in the floor to find the first secret area. Inside this little area you can find some red armour to protect you in your up and coming battles.





Players
One



Cartridge
8Mb



Memory
Yep!

Publisher:
Developer:

Nintendo
In-house

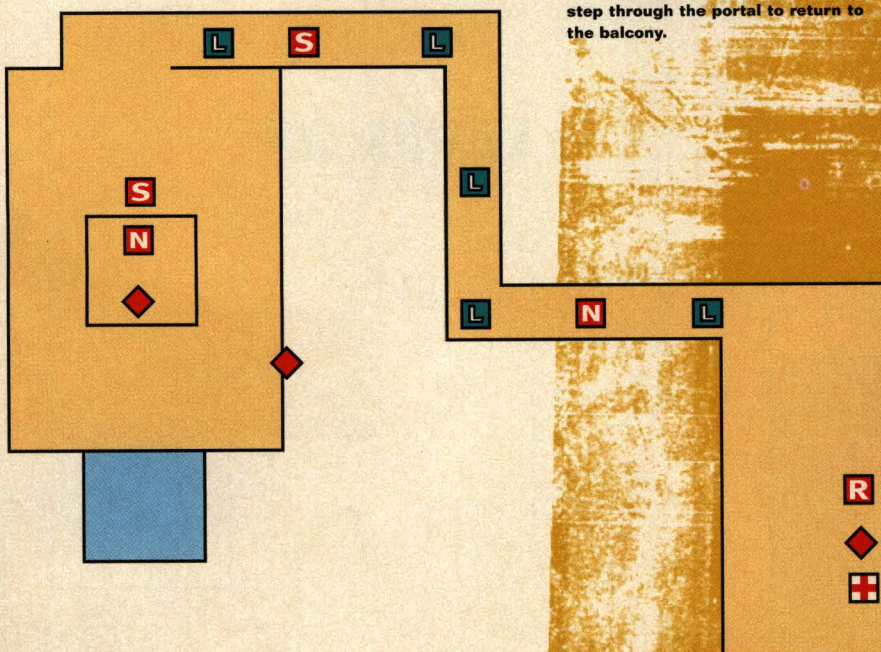
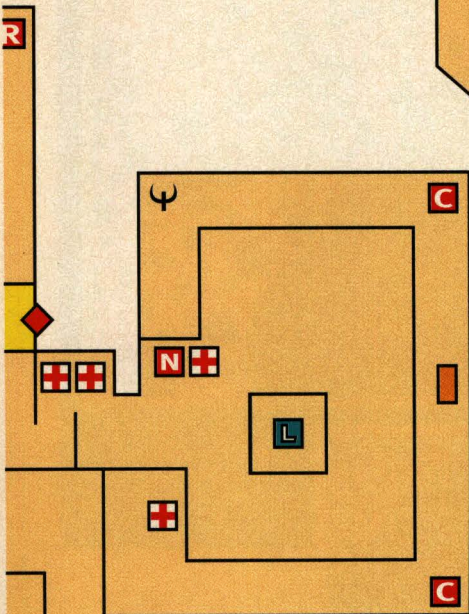
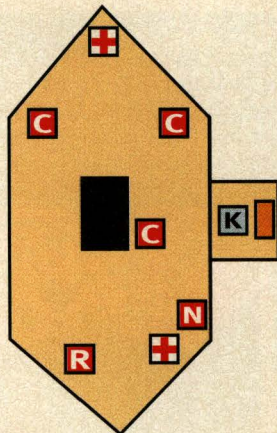
Game type:
Origin:

3D Platform
Japan

Released:
Price:

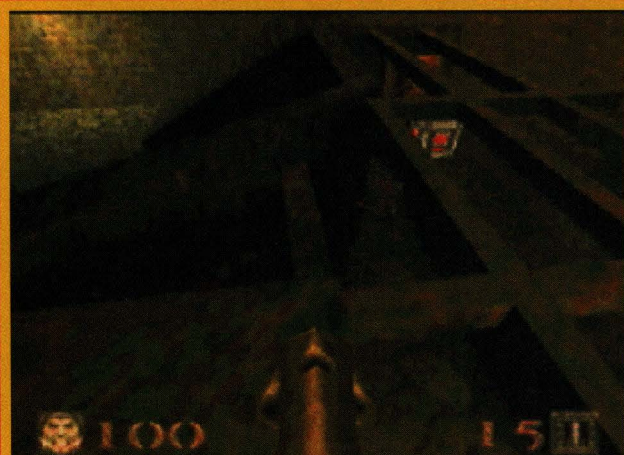
1 March
£59.99

CITY



Secret 4

Through the silver door turn to the right and climb the slope. Drop down through the small hole at the top and you will find the final secret. Inside this small area you will find a mega health and a switch to open the door to the left.



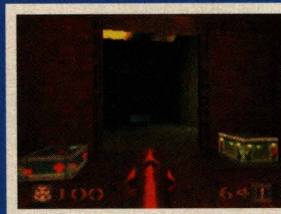
LEVEL 24



Splatter all the fiends and vores that spill from the altar, then step through the portal to return to the balcony.

Secret 3

After collecting the gold key, drop off the ledge and head for the gold door near where you entered the arena. Open the gold door to find some health, cells and a switch to operate a lift to raise you back to the gold key platform.



SHUB NIGGUR

WALKTHROUGH

This level begins with you falling from the sky into a watery pit. Allow yourself to sink to the bottom of the pool, then splatter the rotfish swimming around you.

Turn to your left and proceed along the watery passage down, then turn to your right and kill another irritating rotfish.

Swim up the passage the other side, and the iron gate will move as you approach. Grab the thunderbolt from the bottom of the pool, then surface and jump out onto the ledge. Kill the scrag floating around above the lava coloured portal, then collect all the ammunition power-ups, before stepping through the portal. When you appear in a new passage collect all the items

lying around, then follow the passage around to the large lava pool. Use your thunderbolt to drop the shambler waiting on the central platform, then turn to your left and fry another shambler approaching from the passage. When the shambler has fallen quickly start moving down the passage that he came from and head around the pool killing the vast numbers of vores and shamblers that will keep appearing.

At the end of the passage you will discover a portal which is the key to defeating the huge beast in the centre of the lava pool. Be very careful not to spend too long fighting the monsters that keep appearing, there will be more

monsters than you have ammunition for.

Watch the spiked ball that is floating around over the lava pool. When you step through the portal you will be teleported to wherever the ball is at that time.

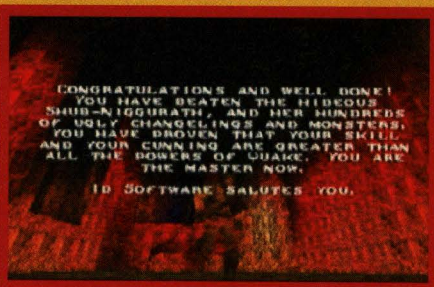
In order to defeat Shub Niggurath you must step through the portal when the spiked ball enters his body, which will cause a huge telefrag. At last you are a master at Quake, and all the evil has been destroyed. Look out for Quake 2 which will be coming your way soon.

Secret 1

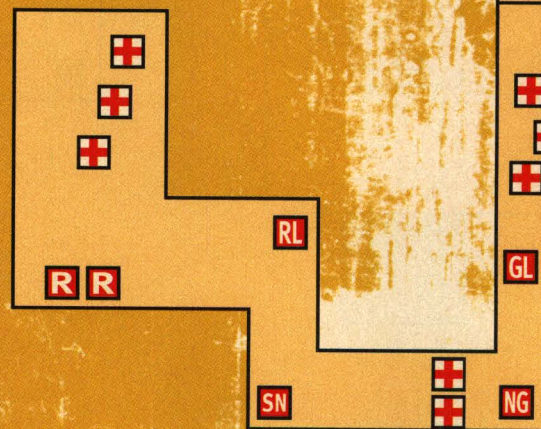
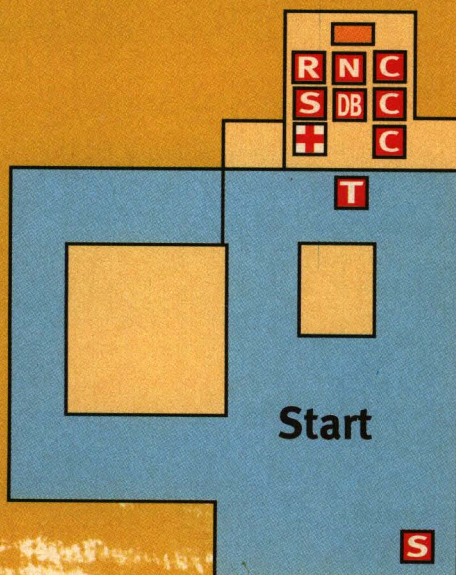
To find the secret area on this hellish level, look over the edge next to the portal and you will see a thin ledge running around to your left. Drop onto this ledge and follow the path around the corner. Inside this secret pillar you can pick up a quad damage rune, before stepping through the portal to return to the main passage.



This thin ledge leads to a quad damage rune inside the secret area.



LEVEL 25





Players
One



Cartridge
8Mb



Memory
Yep!

Publisher:
Developer:

Nintendo
In-house

Game type:
Origin:

3D Platform
Japan

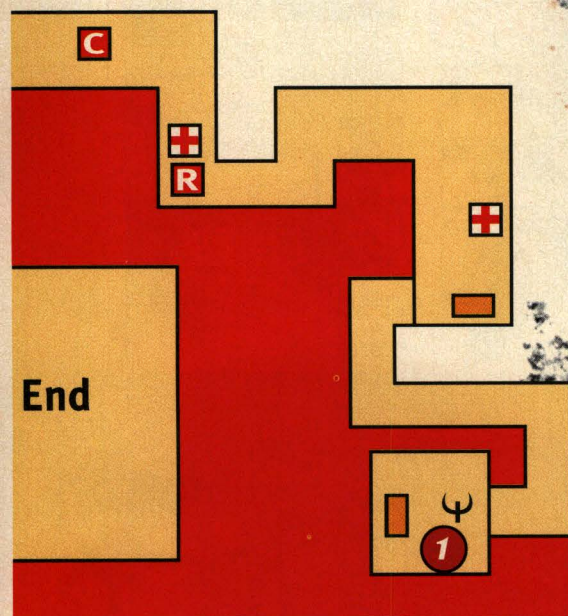
Released:
Price:

1 March
£59.99

BATH'S PIT



Enter the portal as soon as this small spiky ball enters the demons body..



Quake
Solution

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Quake Solution

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number

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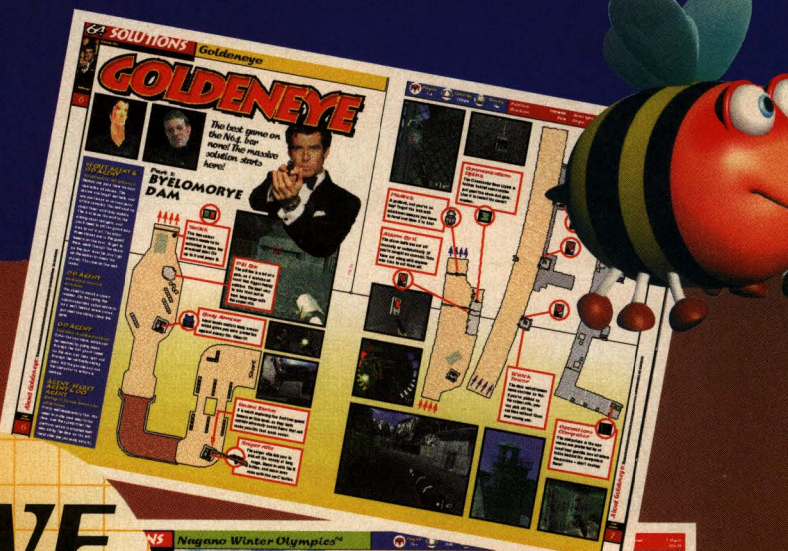


Subscriptions page

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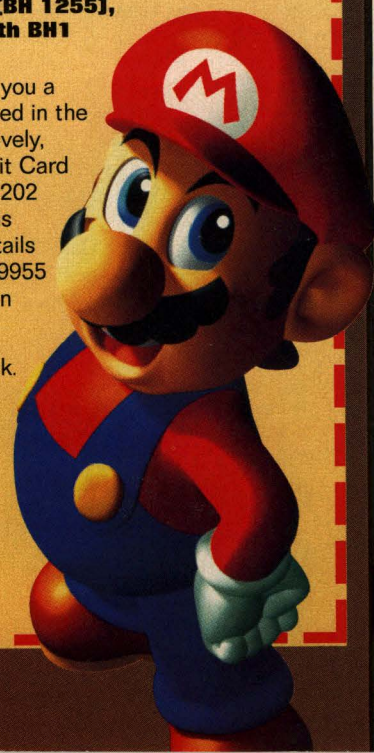
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THE COMPLETE A-Z OF N64 CHEATS

The part of the magazine where we give you every cheat for every N64 game. We will also award a Datel memory/rumble pack for every new cheat sent to us! Do it now!

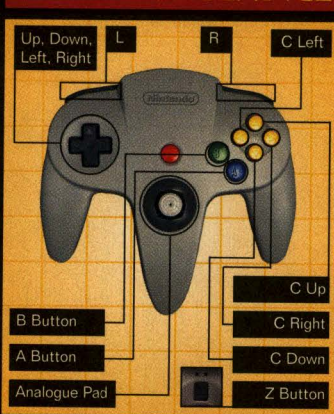
AEROFIGHTER ASSAULT

Secret Plane and Pilot

On the opening title screen enter the following code:

C-Left, C-Down, C-Right, C-Up,
C-Left, C-Right, C-Down.
You will now be able to fly a new F-15 plane with a new pilot.

PAD AT A GLANCE



AERO GAUGE

This dodgy Wipeout wannabe got a pasting last issue because it seemed impossible to win.

Well, now we've found out how the turbo function works, which does slightly improve your chances. Slightly.



Turbo Start

Hold A and B while you're waiting at the start, then release B after the announcer says "Ready!" to get a much-needed turbo start.

Turbo

Ah, the world's least intuitive and player-friendly turbo function! If you need extra speed in the race, hold down A to accelerate, then make a hard turn in either direction while holding Z, then release both buttons. If by some miracle you've got your timing right and haven't sent your car into a wall,

you'll get a burst of extra speed. You can keep using the turbo until the temperature gauge rises too high.

Secret Cars And Tracks

To be honest we couldn't get this one to work, but maybe you'll have better luck.

When the start screen appears, on controller 2 push and hold Up on the d-pad, then press R, L, Z and C Down simultaneously. You should now supposedly be able to play with extra vehicles on a new track.

BAKU BOMB

For those of you who've got the Japanese version Hudsonsoft's destructive game, here's a little help to aid you on your way.

Recover Quickly

A great feature of this quirky Japanese game that isn't immediately apparent is a way to avoid being stunned for long periods of time.



Quickly rotate the analogue stick while you are seeing stars after being hit, and you will be back on your feet a great deal faster!

CLAYFIGHTER 63 1/3

Cheat Mode

On the character selection screen, hold L and press ,C-Up, C-Right,C-Left, C-Down, B, A. The options screen should now display a special cheat selection option.

Fight As Dr Kiln

On the character selection screen hold L and press B, C-Left, C-Up,C-Right,C-Down, A.

Fight As Sumo Santa

On the character selection screen, hold L and press A, C-Down, C-Right, C-Up, C-Left, B.



BOOGERMAN



Rotate the analogue stick quickly to recover after being hit!

Secret Levels

On the very remote offchance that you've got a special Hudson controller, you can use it to access four secret battle levels.

On the title screen, set the pad's Slow Switch to position Hu and wait until you hear a sound telling you the cheat has worked.

Fight As Boogerman

On the character selection screen hold L and press Up, Right, Left, Down, B, A.

Fight As A Random Character

On the character selection screen, hold L and R.



DIDDY KONG RACING

Just a taster of a cheat for this excellent new racer – to get a turbo start, press and hold the accelerator as the words 'Get Ready' fade out. If you want a super turbo, which jets you away in a blast of blue flame, press the button a fraction of a second before the words fade entirely. Who needs Thrust SSC?

Magic Codes

Enter the codes below on the Magic Codes screen for various helpful (and not so helpful) effects. Once the codes have been entered, they can be turned on or off by accessing the 'code list' screen. Some of them will work in adventure mode, others will only have an effect in tracks mode.

JOINTVENTURE – Co-operative two-player adventure mode

DOUBLEVISION – Everyone

can select the same player

FREEFORALL – Maximum power-up on pickups

FREEFRUIT – Start race with ten bananas

VITAMINB – No limit to number of banana power-ups

ZAPTHEZIPPERS – Remove zippers from the track

NOYELLOWSTUFF – No bananas on track

BYEBYEBALLOONS – No balloons (ie weapons) on track

TIMETOLOSE – Ultimate AI characters

BOGUSBANANAS – Bananas reduce speed instead of boosting it

BODYARMOR – All balloons are yellow shield balloons

ROCKETFUEL – All balloons are blue boost balloons

BOMBSAWAY – All balloons are red rocket balloons

OPPOSITESATTRACT – All balloons are magnetic rainbow balloons



Magic Codes can be entered in to change the various settings on this classic four player racing game.



Diddy Kong

has loads of cheats included in the code – hooray for Rare!

TOXICOFFENDER – All balloons are green drop-behind balloons

ARNOLD – Larger characters
TEENYWEENIES – Smaller characters

OFFROAD – Four-wheel drive for more speed on rough terrain

BLABBERMOUTH – Instead of horn, the characters will burble incoherently

JUKEBOX – Music menu

WHODIDTHIS – View the credits without actually completing the game

Play As Drumstick

To access the cartoon characters' fastest racer, you'll first need to get all the amulet pieces from both amulets and the four gold trophies. Then return to the central area where all the frogs are and look for the little green fellow sporting some red feathers. Run him over to enable Drumstick.

Play As TT

You'll need to beat the small clock-like fellow in every race on time-trial mode. You'll know whether you've done it because you'll see his ghost as you race, and if you do it he'll tell you to 'try the next race'. Beat all TT's times, and you'll be able to play as him! Oh, and it's not at all easy...



DOOM 64**Level Passwords****CB92 NBPL SYL? JO27**

The Terraformer

CYCC MGPK X47G TS2B

Holding Area

BXYH ?G41 6Z4J PJ?Z

Main Engineering

CF3? PG6D S12Z PFKB

Tech Centre

BBXW HLGS XB8F 4RKB

Research Lab

BXRO TH1F 52GG 7W?B

Alpha Quadrant

FVV9 FL55 QGFV DWJB

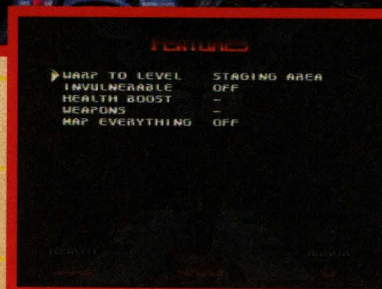
Final Outpost

FFLB MQ6C VV1C PF1B

Even Simpler



Why ponce
about with the pistol
trying to find some
health, when you can
enter this ultimate code
and have it all?

**DUKE NUKEM****Enable PAL Cheat Menu**

On the main menu press Left, Down, L, L, Up, Right, Left, Up. The cheat menu will now be accessible.

All Items

First enable the cheat menu, then on the main menu press R, C Right, Down, L, C Up, Left, C Right, Left. You'll hear a gunshot if you entered the code correctly and the cheat can then be turned on or off from the cheat menu.

Invincibility

First enable the cheat menu, then on the main menu press R, C Right, R, L, R, R, Left. You'll hear an explosion if you entered

the code correctly and the invincibility can then be turned on or off from the cheat menu.

No Monsters

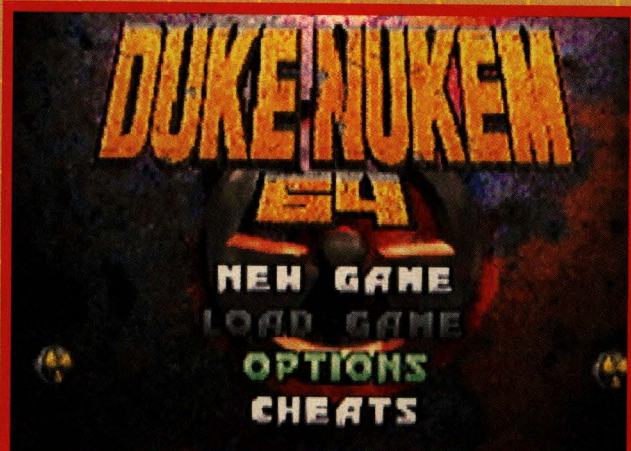
First enable the cheat menu, then on the main menu press L, C Up, Left, L, C Down, Right, Left, Right. You'll hear a monster roaring if you entered the code correctly, and you can then turn the monsters on or off on the cheat menu screen.

Level Select

First enable the Cheat menu, then on the main menu press R, L, R, C Down, Right, Up, Left, C Up. You'll hear a monster howl if you entered the code correctly, and it will then be possible to select any level you want from the cheat menu during play.



Enter the code below and you too can have a wealth of brand new options to play with.



EXTREME G Ultimate Password

On the password screen enter 81GGD5. This code will unlock all the regular tracks, both hidden bikes and the special hidden track.

Weapons

On the name selection screen (contest mode) Enter your name as 'arsenal'.

Slippery Road

On the name selection screen (contest mode) Enter your name as 'banana'.

Unlimited Turbo

On the name selection screen (contest mode) Enter your name as 'nitroid'.

Extreme Speed

On the name selection screen (contest mode) Enter your name as 'xtreme'.

Transparent Mode

On the name selection screen (contest mode) Enter your name as 'ghostly'.

Fish Eye mode makes this game even more difficult to play. It does make you feel kind of sick after a while, so it's ideal for parties!



Upside Down Mode

On the name selection screen (contest mode) Enter your name as 'antigrav'.

Wireframe Mode

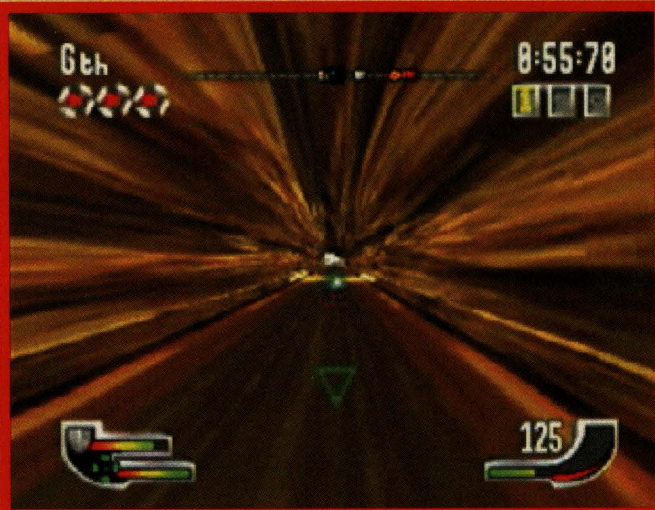
On the name selection screen (contest mode) Enter your name as 'wired'.

Fisheye Lens

On the name selection screen (contest mode) Enter your name as 'fisheye'. You will hear a confirmation sound to tell you that the trick worked.

Rock Race Mode

On the name selection screen (contest mode) Enter your name as 'roller'. You will hear a confirmation sound to tell you that the trick worked.



FIFA 64 Funky options

Basically, after you've scored a goal and the scorer is doing a victory run press Top C for horns, C Left for crowd noise, C Down for drums and C+Right for a mad man yelling 'goal!'



Has anyone got a code to make the game better at all? A 'lose jerkiness' option perhaps would go down well?



Score a goal and tap the yellow buttons for some added special effects. They're crazy at EA y'know!



FIFA 64 - not a good game by any means, but at least we've got some funky options for you.

F1 POLE POSITION

Hidden Car

Complete and save the game as World Grand Prix Champion. Now restart the game and hold A + B when you see the wait while loading message appears.

World Grand Prix Champion. On the driver select screen highlight a driver and press C-Left or C-Right to change the engine.

Unlimited Fuel

For this great cheat select Grand Prix mode and change the fuel setting to 10%.

Change Engine

Complete and save the game as

FIGHTER'S DESTINY

It's all very well culling your cheats from the Internet like a lot of mags do, but not if they don't bother to tell you exactly how to get them to work! Well, we're a bit more dedicated than that. For the first time, here's how to get all the secret characters in the N64's best beat-'em-up!

Fight As Boro

Complete the game in Vs Mode on the Easy difficulty setting.



Fight As The Joker

Complete the game in Vs Mode with Pierre. Select Survival Mode. Defeat all 100 opponents. The Joker will be available on the character selection screen.

Fight As The Master

Complete the game in Vs Mode with Ryuji. Select Master Challenge Mode and defeat all 12 opponents (four Jokers and eight Masters). The Master will be available on the character selection screen.

Fight As Robert

Complete the game in Vs Mode with Valerie. Select Fastest Mode. Defeat all four opponents in a combined time of under one minute. Robert the Robot will be available on the character selection screen.

Fight As Ushi

Complete the game in Vs Mode with Abdul. Select Rodeo Mode. Remain undefeated for at least one minute. Ushi the cow will be available on the character selection screen in two choices of colours.

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GOLDENEYE

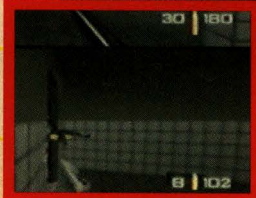
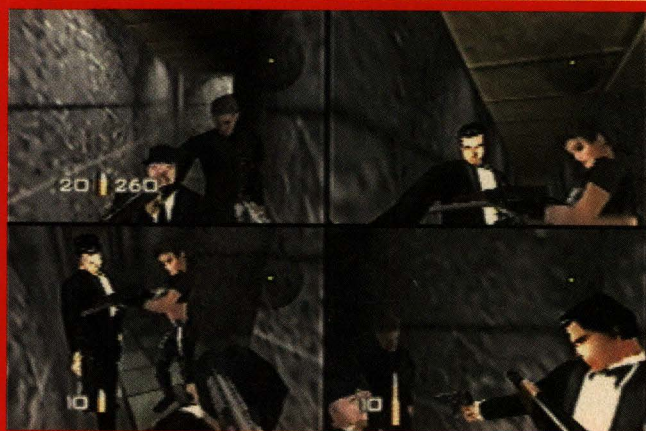
Lovers of doing things the easy way are going to be disappointed – there are no push-button cheats for Goldeneye, as you have to completing certain levels within tight time limits. Also, you can only use the cheats on levels you have already completed (pick them from the 'cheat' menu). Difficulty is the setting you must be playing on: Agent (A), Secret Agent (SA) or 00 Agent (00).

Secret Levels And Characters

Complete the game on the Agent level to access the secret characters in the deathmatch mode (including Jaws, Mayday, Oddjob and Baron Samedi). Complete the game on Secret Agent level to open up the hidden Aztec level.

Complete the game on 00 Agent level to open up the Egyptian Crypt level. Beat this on 00 level to access the 007 mode, which also includes a level editor!

Once the Bunker 2, Archive and Caverns levels have been beaten in Agent mode, they will become accessible in multiplayer games.



Goldeneye is not only the best game on the N64, it also has loads of cool cheats to totally change the way you play.

Extra Weapons

Beat the final mission (including the secret levels) on each of the difficulty levels to receive a permanent new weapon.

Agent: Cougar Magnum

Secret Agent: Moonraker laser

00 Agent: Golden Gun

This is not so much a cheat but rather a little fun to keep the game on lighter note. When you play Goldeneye use the two control pad 'Domino' setting, and then at the end of each level – during the animation sequences – you will be able to shoot everybody by using the second control pad! This turns out to be particularly satisfying on the levels where you are captured at the very end, as you will be able to mow down your captors.

Extra Players In Deathmatch

Go to the character selection screen. Move your cursor along all the way right to the last character available (it'll either be Mishkin or the Moonraker Elite). Once you're there, enter the following code.

Hold L & R & C Left and release.

Hold L & C Up and release.

Hold L & R & Left on D-pad and release.

Hold L & Right on D-pad and release.

Hold R & Down on D-pad and release.

Hold L & R & C Left and release.

Hold L & C Up and release.

Hold L & R & Right on D-pad and release.

Hold L & R & C Down and release.

Hold L & Down on D-pad and release.

You will now be able to access a whole host of new characters, including the programmers, a terrorist and a biker dude!

Destroy The Flag

When taking part in a flag-tag multiplayer game, if you're using some form of explosive weapons, there is a neat way to win the game easily. Get the flag, then after you've had possession of it for a short time, blow yourself up. The



Finish Goldeneye on Agent level (including the secret levels) to receive some new permanent weapons, including this Magnum.



Level	Cheat	Difficulty	Time
Dam	Paintball	SA	2:40
Facility	Invincibility	00	2:05
Runway	Donkey Kong	A	5:00
Surface	Grenade launcher	SA	3:30
Bunker	Rocket launcher	00	4:00
Silo	Turbo Bond	A	3:00
Frigate	No radar (multiplayer)	SA	4:30
Surface 2	Mini Bond	00	4:15
Bunker 2	Throwing knives	A	1:30
Statue Park	Turbo animation	SA	3:15
Archives	Invisibility	00	1:20
Streets	Rockets	A	1:45
Depot	Slow animation	SA	1:30
Train	Silver PP7	00	5:25
Jungle	Hunting knives	A	3:45
Control	Infinite ammo	SA	10:00
Caverns	Twin RCP90s	00	9:30
Cradle	Golden PP7	A	2:15
Aztec	Moonraker lasers	SA	9:00
Crypt	All weapons	00	6:00

flag will be destroyed and thus no-one else will be able to pick it up – so you will win!

Hover Mode

Activate the Tiny Bond cheat (by completing the Surface 2 level in under 4:15 on 00 level), then stand somewhere high up, such as at the top of some stairs or a ladder.

Crouch down to make yourself even lower, and very slowly walk off the high area. You'll find that you don't move down the stairs, but instead walk into space! By moving very slowly, it's actually possible to walk for quite a distance. A good place to try this is the Dam level.

Unfortunately you can't float over obstacles, so there's still no way to reach the mystery complex on the far side of the reservoir...

Hidden Weapons

On the Train level, blow up the last box at the far end of the start room for a hidden RCP-90.

On the Water Caverns level, blow up the boxes in the radio room. One of the boxes will spew out more boxes. Keep blowing them up and eventually you'll get two assault rifles.



J LEAGUE PERFECT STRIKER

Hidden Teams

To get the two extra teams hidden for only the best players, go to the title screen and press the following:

Up, L, Up, L, Down, L, Down, L, Left, R, Right, R, Left, R, Right, R, B, A.

Now press Start and hold down Z.

Huge head players

On the title screen press: Yellow top, Yellow top, Yellow down, Yellow down, Yellow left, Yellow right, Yellow left, Yellow right, B, A and then press Start and hold down Z.



KILLER INSTINCT GOLD

Open all options

Press **Z, B, A, L, A, Z** on the character profiles screen. If you've done it correctly, you'll hear someone say "Perfect."

All Character Colours

To get all training colours at once, wait for the profiles to come up and press: **Z, B, A, Z, A, L.** You'll hear "Welcome" if you've done it right.

Play As Gargos

Wait until the character profiles appear and press: **Z, A, R, Z, A, B.** Gargos will laugh if it's worked.

Final credits

When the character profiles appear, press: **Z, L, A, Z, A, R.**

Play On Sky Level

Go to the character select screen in two player mode – you must have two joypads connected. Push down on the analogue stick and press Yellow Down simultaneously on both joypads. This will let you play on a level high above the clouds



Gargos is the final monster that you meet in this fighting tournament. **YOU CAN ENTER THESE CHEATS TO PLAY AS THIS INCREDIBLY POWERFUL CHARACTER.**



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MORTAL KOMBAT TRILOGY

Random Character

On the character select screen, put the cursor over Noob Saibot and press Up and Start simultaneously for a completely random selection.

Choose Battle Arena

On the character select screen, highlight Sonya and press Up and Start. An earthquake will then occur and then you will be able to select the course.

Play as Motaro

On Jade's Desert, Wasteland or Kahn's Tower, press and hold the analogue stick left and then press A and the Yellow top button before the match begins. Your fighter should explode and Motaro will replace him.

Play as Shao Kahn

On the Rooftop or Pit 3, press Down on the analogue stick and press A and B before the start of the bout. Shao Kahn will appear.

Play as Khameleon

On the Star Bridge stage, when the annoying gonk appears in the bottom corner of the screen and squeals "Toasty!", just press Down and Start before he vanishes from whence he came. You'll then have the opportunity to battle our poorly-spelt chum.

Fight as Human Smoke

Choose Cyber-Ninja Smoke as a character. Then hold \triangle + HP + HK + Run + Block before the 'Fight' screen appears or inbetween rounds. Cyber-Ninja Smoke will explode and change into Human Smoke.

Unlimited credits

During the story screen, press \downarrow , \downarrow , \uparrow , \uparrow , \Rightarrow , \Rightarrow , \Leftarrow , \Leftarrow . A sound will confirm that the code has worked. Now after the next match is lost, the word 'Freeplay' will appear in the remaining Credits window.

Extra options

During the Kombat Mode selection screen, press \uparrow + Start. Now new options to disable timer, blood, aggressor and kombos will appear.

Bonus Galaga-type game

If you persevere and fight 100 two-player matches consecutively, a game called Land Of Rellim will begin.

Bonus Pong game

Not quite as gruelling, but if you fight 50 two-player matches consecutively, a bonus game of Pong will start running.

Bonus SpaceInvaders-type game

Press Z when an object appears over the moon on the pit stage of a two-player match.

The sound of a bell will confirm that the code has worked. The winner of that round will play Invaders From Space.



Enable both red and blue ? menus

During the story screen, press HK, LK, Run, LP, HP, HP, HP, LP, LP very quickly. If the code has worked, a sound will be heard. Now the red and blue question mark menus will be available to provide the following options:

Red Question Mark menu

Freeplay	ON/OFF
Fatality Time	ON/OFF
Collision Boxes	ON/OFF
One Round Matches	ON/OFF

Blue Question Mark menu

Level Select	ON/OFF
Throwing	ENABLED/DISABLED
Unlimited Run	ENABLED/DISABLED
Bloody Kombat	ON/OFF
Human Smoke	ON/OFF
Khameleon	ON/OFF



MORTAL KOMBAT MYTHOLOGIES: SUB-ZERO

Skip to Quan Chi

As Sub Zero dies before a checkpoint, hold down A.

Skip to Shinnok

As Sub Zero dies before a checkpoint, hold down B.

Defeating Shinnok

Shinnok is protected by a force field almost the entire time but there is a simple way to beat it. When Shinnok uses an attacking move his amulet will glow. When

this happens use an Ice Blast to freeze him. To complete your mission you will need to be quick. Turn around and run for the teleport behind you, then you will appear behind Shinnok. Get close and press the A button to steal his amulet. All that remains is to enter the Gateway and return to earth.

The Moves

3 Hit Combo - HK, HK, Back + HK
6 Hit Combo - HP, HP, LP, HK, HK, Back + H

Fatality

Spine Rip - F, D, F HP (Stand Close)

Level Codes

Level 2 - Wind	- THWMSB
Level 3 - Earth	- CNSZDG
Level 4 - Water	- ZVRKDM
Level 5 - Fire	- JYPPHD
Level 6 - Prison	- RGTKCS
Level 7 - Bridge	- QFTLWN
Level 8 - Fortress	- XJKNZT

Cheat Codes

Urns of Life	- NXCVSZ
1000 Lives	- GTTBHR
Exploding Rock Boss	- RCKMND
End Credits	- CRVDTS
Fortress + 20,000 Ex	- ZCHRRY
Invincibility	- TDFCLT

Special Moves

1: Ice Blast	- D, F + LP
2: Ice Slide	- BL + B + LP + LK
3: Directional Ice Blast	- D, F + HK
	- D, B + LK
4: Flying Ice Blast	- D, F + LP (When Jumping)
5: Ice Clone	- D, B + LP
6: Ice Shatter	- Freeze any opponent twice and you will can shatter them with an uppercut.
	- BL + B + LP + LK
7: Power Ice Slide	- D, F, F + HP
8: Freeze on Contact	- F, B, B + HP
9: Polar Blast	



MULTI RACING CHAMPIONSHIP

Guaranteed Victory

If you want to win every time, choose Kingroader (the yellow Jeep-type vehicle) and adjust the aerodynamics so that the maximum speed is 205kph. Assuming you aren't completely incompetent at driving, you'll hardly ever skid (even on snow), allowing you to outpace even cars which should be much faster.

Doing this, you'll be able to unlock the hidden cars and mirror tracks even faster than you would otherwise, not that it should take more than a day anyway...

Hidden Route

The Downtown track has a hidden route, which can massively reduce your time and is a lot easier than the normal track. At the top of the hill that leads to the waterfall, there is a tree just before some fences. Drive through the tree (don't worry, it won't hurt!) and you'll then be on easy street!



Choose the Kingroader to win every time because it actually has "this is the best car" written on the side. Bit of a clue that.



It's only just out but already we've got some top tips from across the water. 64 SOLUTIONS. If it's out, we've got the cheats.

NBA IN THE ZONE 98

Having trouble with Konami's rather blurry basketball game? Try this tip for size.

Easy FreeThrows

To make this rather difficult activity a tad easier, repeatedly push the analogue stick upwards when you're about to take the throw, and the shot indicator will slow down.



NAGANO OLYMPIC HOCKEY '98

When will Midway get around to creating an ice hockey game that isn't just Wayne Gretzky with different teams? Anyway, enough moaning and on to the cheats.

Continual Fighting

Make sure the 'Fighting' selection is highlighted on the options screen, hold L and press C Right, C Left, C Left, C Right, C Down, C Up, C Up, C Down, C Left, C Right, C Right, C Left, C Right, C Left.

Change Player Appearance

On the options screen press C Left + R, C Down + R or C Up + R. Adjust the first six bits of the 16-bit register to alter the game by pressing:
C-Down + R to alter bits 1 and 2
C-Left + R to alter bits 3 and 4
C-Up + R to alter bits 5 and 6

Register

Effect

100000	Squat players.
010000	Squat players, big heads.
110000	Squat players, small heads.
001000	Squat players, small announcer's voice.
000100	Big players, big announcer's voice.
000010	Squat players, small announcer's voice.
000001	Stretched players, big announcer's voice.
110110	Big players, small heads, big announcer's voice
010010	Squat players, big heads, small announcer's voice
010101	Big players, big heads, big announcer's voice
010001	Stretched players, big heads, big announcer's voice



Help is on hand if you are having difficulty in hitting the basket from the free throw line.





Enter the code below and you will be able to clone the best players for your team.

NBA HANGTIME

Duplicate Players

If you've bought this annoying basketball game, you might decide that your day would be made if you could have two Dennis Rodmans (Rodmen?) on your team.

Now you can. Enter any of the following codes as your name and use the **PIN 0000** to access them.

Ahrdwy (Penny Hardaway)	Miller (Reggie Miller)
Cliffr (Cliff Robinson)	Motumb (Dikembe
Davidr (David Robinson)	Mutumbo)
Dream (Hakeem Olajuwon)	Mourng (Alonzo Mourning)
Elliot (Sean Elliot)	Mursan (Gheorghe Muresan)
Ewing (Patrick Ewing)	Pippen (Scottie Pippen)
Glennr (Glenn Robinson)	Rodman (Dennis Rodman)
Ghill (Grant Hill)	Rice (Glen Rice)
Hgrant (Horace Grant)	Smits (Rik Smits)
Johnsn (Larry Johnson)	Stackh (Jerry Stackhouse)
Kemp (Shawn Kemp)	Starks (John Starks)
Kidd (Jason Kidd)	Webb (Spud Webb)
Malone (Karl Malone)	Webber (Chris Webber)

Ridiculous Hair

If you've selected Dennis Rodman, you can keep pressing the Pass button to change the colour of his hair. Exciting stuff.

Enter the following codes on the "Tonight's Matchup" screen, using A to alter the first digit, C Down to alter the second digit, and C Right to alter the third digit.

025	Baby players mode	461	Infinite turbo
048	No music	552	Hyper speed
111	Tournament mode	616	Increase blocking power
120	Turbo passing		
273	Stealth turbo	709	Fast stealing
284	Maximum speed	802	Maximum power
390	No shoving	937	No goal tending

Mad options within this game will let you turn your players into slam dunking freaks!



NFL QUARTERBACK CLUB '98

Two-four-six-eight, who do we appreciate? N-six-four! American sports sims are invariably laden with hidden 'stuff', and Acclaim's gridiron game is no exception.



Cheat Mode

Enter the following codes on the cheat menu screen for the desired result. Correct code entry will be confirmed by a tone (hi, Tone!).

Effect

Eight downs
Tall, thin players
Expert defence
Strong receivers
Longer dives
Spinning receiver
Top quarterback
Longer jumps
Slow motion
Fumble mode
Repeated fumbles
Short players
Instant passing
Disable cheats
Lousy defence
Lousy offence
Ball tipped when passing
Repeated dives
No tackles
Crawling players
Lousy players
Sledge mode
100-yard passes, kicks, and punts
Always tackle
Expert players
Speedy running
Acclaim and Iguana teams
No fumbles
Lousy quarterback
Electric football mode
Max discipline & awareness stats

Code

8DWNDRV
BBMNTBL
BGBFYDF
BGBFYFF
BGSPRDV
BGTWSTRS
BRDWYNMTH
CRLLWYS
FRMBYFRM
GTNHNDS
GTNHNDS
JPNSMWR
LDSTRTRK
LLCHTSFF
LLDFSCK
LLFFSCK
LWYSTPSS
MNFLDMD
NBCTCKLS
PBYBYMD
PWHYRMN
SNWSLDS
SPRBGRMS
SPRDPRTCKL
SPRTMMD
SPRTBMD
STNTXTM
TGHTGRP
TRNTDLFR
YLCTRCFB
YNSTYNS

NHL BREAKAWAY '98

Hockey fans rejoice – Acclaim's new ice-bound sports sim has some cheats!

Cheat Menu

To bring up the cheat menu, bring up the main menu and press C Left, C Right, C Left, C Right, R, R. If you've done it correctly, the cheat menu option will appear. From the cheat menu, you'll be able to change the player type and size for both teams, change the ref size, access a sound test menu, change the house rules, enable big checking, increase the likelihood of the rink glass shattering, and increase the chances of equipment being lost.

Player Inspection

On the player creation screen, you can view your player by pressing C Up, C Down, C Left, or C Right to rotate the player in any dimension.

Remove Opposing Goalie

Press Start during play and select the game options menu followed by the game settings menu. Select the 'Controller Set-up' option and move your controller across so that you're commanding the other team. Select the 'Pull Goalie' option from 'Team Options' and use 'Controller Set-up' again to switch the teams back and resume the game, leaving the CPU's goal untended!

Alternatively, if you're losing really badly, just select 'Controller Set-up' and switch teams for good.

QUAKE

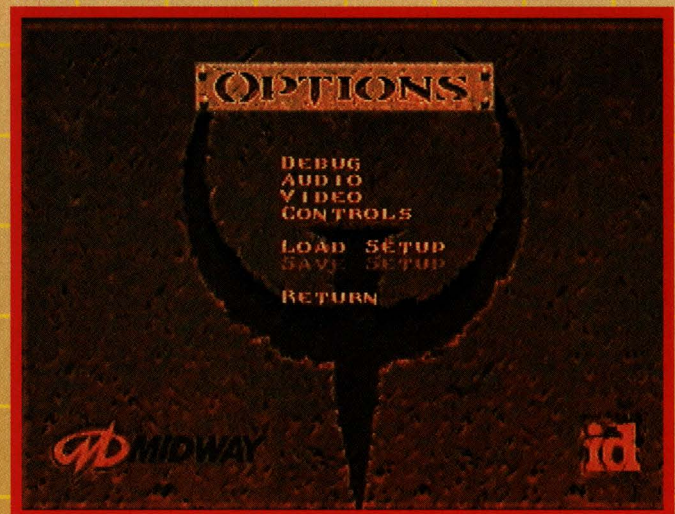
Debug mode

This cheat gives you access to Level Warp, Weapons and God mode.

On the password screen, type QQQQ QQQQ QQQQ QQQQ. You will receive a message saying 'Invalid Password'. Now return to the menu and you will have access to the Debug menu at the top of the screen.



THIS IS THE ULTIMATE CHEAT FOR THIS SHOOT EM UP CLASSIC. ENTER THE DEBUG CODE TO ACCESS ALL WEAPONS AND GOD MODE.



ROBOTRON 64

Love it or hate it, Robotron 64 is here! (Personally, we love it.) And so are some cheats to make the whole thing a little easier...

The following codes should all be entered whilst on the Robotron game setup menu screen.

Level Select

Down, Up, C Left, Down, C Left, C Right, Down, C Right.

50 Lives

Up, Up, Down, Down, Left, Right, Left, Right, C Left, C Right, C Left, C Right.

Game Boy Mode

Up, Down, Right, C Left, Down, Up, Left, C Right, Up, Down.

The following codes need to be entered while playing the game.

Speed Up

During the game, Left, Left, Right, Right, C Up.

Shield

During the game, Down, Left, C Left, C Right.

Flame Thrower

During the game, Down, Right, Down, Right, C Right.

Gas Gun

During the game, Up, Down, C Right, C Left.

Four-Way Fire

During the game Down, Down, Up, C Right.

Three-Way Fire

During the game, Right, Right, C Left, C Down.

RAMPAGE

Change Character Colours

On the character select screen press up and down on the analogue stick to change colours of George, Lizzie and Ralph

Hidden Character

In the Scum Lab Facility and eat the toxic waste barrels. Your character will now be transformed into VERN for the remainder of the level. He can fly and is able to shoot a fireball by pressing C-Down.

Hidden Cities

On the next city screen tap the following buttons.

Ralph	-	Kick
Lizzie	-	Punch
George	-	Jum

Allergies

Each character has an allergy. When you eat the item that your character is allergic to they will sneeze and blow down the building which you are climbing.

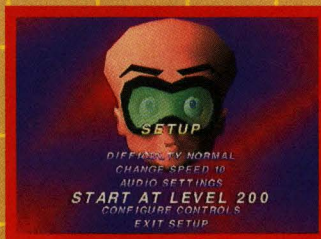
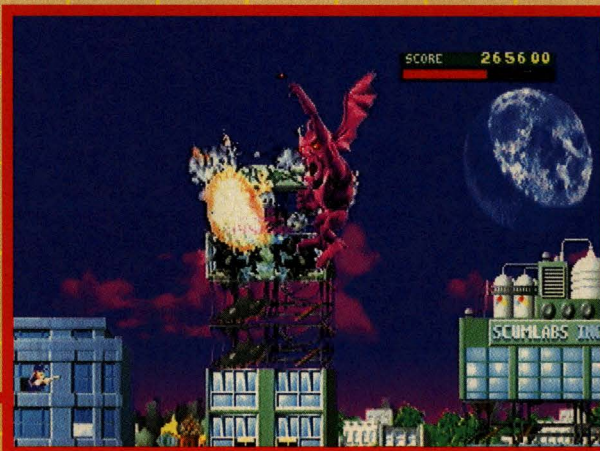
Ralph	-	Cats.
Lizzie	-	Birds.
George	-	Dogs.

Tank/UFO Rides

You can hitch a ride on tanks or UFO's by jumping onto them.

They will stop shooting at you and you are able to control the direction in which you will move.

This ride will not last for long so be ready to jump clear.



Two-Way Fire

During the game, Up, C Up, Up, C Up.

Extra lives

Enter the following passwords to start the game with 110 lives.

Easy difficulty level: BSBBBBTJBB

Normal difficulty level:

BCBBLBTJBB

Insane difficulty level:

BFBBBCTJBB

Access Final Level

Enter BUTCNGLFCR as a password.

Passwords

Level 90:	CSSRQQHLRH
Level 98:	DGQDQQLLHJ
Level 99:	DNKFQGLLJJ
Level 100:	DDJGQGJLLJ
Level 101:	DLRHQQDLMLJ
Level 102:	DBBJQLDLNS
Level 103:	DNMJQGFPLS
Level 104:	DNTJQLCLQJ
Level 105:	DGBKQLCLRJ



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Complete A-Z of Cheats!

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turn over for more...



SAN FRANCISCO RUSH

Alcatraz - Track 7

1. Enter the Track Winning Code As Follows.
8DP5KG5L4G59P
G92WVCQY0DRDQ

2. Choose continue circuit and then let the timer run out. You will now receive a Formula 1 car and a congratulations message.

3. On car select screen, Hold C-Left, press Z, release both buttons and press Left.

4. On setup screen, Hold C-Up, press Z, release both buttons and press Up.

5. On track select screen, Hold C-Right, press Z, release both

buttons and press Right.

6. On car select screen, Hold C-Down, press Z, release buttons and press Down, L, R.

Alcatraz will now appear as track seven on the circuit select screen.

Change Track Textures

On the setup screen, Hold C-Right, press L, release both buttons and press Z.
Keep repeating this procedure to switch between the available textures.

No Timer

On the setup screen, Hold Z, then perform this code.

Activating the secret level is accomplished through the select menus.



Ruin the lovely tarmac with this texture change cheat!

Hold C-Down and press C-Up, keep holding Z, Hold C- Up and press C-Down.

Drive the burning car

On the car select screen, Hold C-Up and press Z, Z, Z, Z.

Change tyre size

For Rear Tyres On the car select screen, Hold C-Right and press C-Left. Now Hold C-Left and press C-Right.

Repeat this code until the tyres are the required size
For Front Tyres On the car select screen, Hold C-Left and press C-Right, Now Hold C-Right and press C-Left.
Repeat this code until the tyres are the required size

Race upside down

On the setup screen, press Up, Right, Down, Left, Down, Right, Up, Left.



1080° SNOWBOARDING

It's not all that difficult to complete Nintendo's new snowboarding game, but there are, plenty of hidden Easter Eggs in there for the dedicated hunter.

Transparent Boarder

Complete expert mode, then select Akari Hayami, hold C Left, and press A on her statistics screen.

Gold Boarder

Enable the 'Transparent Boarder' and finish expert mode, then select Kensuke Kimachi, hold C Up, and press A on his statistics screen.



Panda

Come first in all time attack and trick attack modes. Select Rob, hold C Right, and press A on his statistics screen.

Deadly Fall

Select Match Race and finish all courses in expert mode.

Dragon Cave

Select Match Race and finish all courses in hard mode.

Penguin Snowboard

Perform all 24 tricks in training mode, then highlight the Tahoe 151 board on the snowboard selection screen, hold C Down, and press A.



SHADOWS OF THE EMPIRE

You'll need a Controller Pak to save your game – assuming you have one, start a new save slot and call it .Wampa..Stompa (each . represents a space). You must get the case of the letters correct for the cheat to work. When you start the game, pause it, go to the options menu and set the controller type to 'traditional'. Now you can play as the forces of evil!

Play As AT-ST

In the second round of the Hoth battle, when the Scout Walkers appear press Left on the D-Pad and C Right simultaneously, then push Up. The C Right button will then let you change camera views until you see the AT-ST. Now use the D-Pad to stomp some Rebel ass!

Play As Wampa

On the 'Escape From Echo Base' level, repeat the above code and press C Right until the Wampa appears. As with the AT-ST, the D-Pad is used to control the new character – push Down to attack.

Play As a Stormtrooper

Repeat the code to access the Wampa, but keep pushing C Right until the stormtrooper appears.

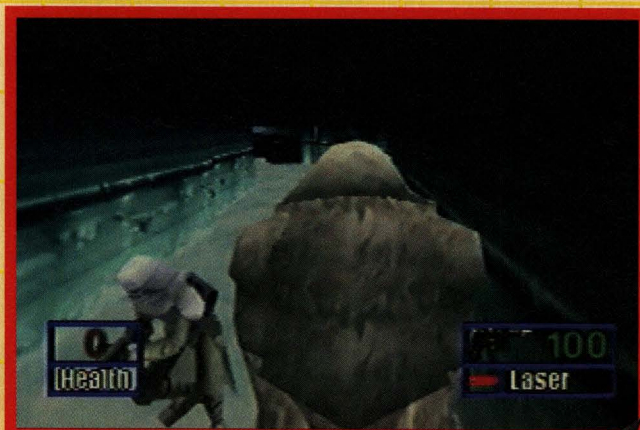
Play As TIE Fighter

This requires you to collect all the Challenge Points on the Medium skill level. Once you reach the Skyhook battle, hold C Right for five seconds to turn the Outrider into an X-Wing. Cool enough, but if you hold C Right for another five seconds, you will now be flying a TIE Fighter!

End Sequence

End your name as **_Credits** (a space before the first C). When you begin the game, you will be taken to the end sequence.

Disguise yourself as a Storm Trooper by using the Wampa code twice and pressing C a lot. Cool.



SNOWBOARD KIDS

Here are a few tips to help you get a turbo start to get up front and how to get straight to the gold medals on Snowboard Kids.

Turbo Start

Tap A repeatedly when the 'Ready' message appears at the start and your kid will jump out into an early lead without needing to build up speed.

All Characters, Boards And Courses

From the start screen, enter Analogue stick Down, Analogue stick Up, D-pad Down, D-pad Up, C Down, C Up, L, R, Z, D-pad Left, C Right, Analogue stick Up, B, D-pad Right, C Left.

Quicksand Valley

Get gold on courses one to six. A new snowboard and the Quicksand Valley desert track will now be available.

Silver Mountain

Get gold on Quicksand Valley.

Ninja Land

Get gold on Silver Mountain.

Play As Ninja Get gold on Ninja Land.



When you see the READY sign press A repeatedly. You will jump forward and accelerate immediately if you have performed this manoeuvre correctly.

Fast moving snowboard action with a hint of target practise. This cheat will help you to get to the front of the pack.



The A-Z of Cheats

127

page number

127

turn over for more...



TOP GEAR RALLY

Whether you play the English, American or Japanese version of this game, there are cheats galore behind the garage door! They do work, trust us – the best way to enter them is to start pushing the right buttons quickly when the Kemco screen appears after switching on or when resetting the machine.

PlayStation Mode

In technical terms, this cheat removes bi-linear filtering. If you're not a techno-ponce, it takes off the blurring and makes everything look horrible and blocky! During a game, press B, Left, Right, Up, Left, Z, Right for a ticket to Blocksville.

Acid Mode

Wow, far out, man! This strange code lets you see what it's like to drive while out of your head on illegal substances. During play, push C Down, Z, B, Up, Up, Right for that full-on hippy vibe.

All Tracks

The cheat to access all tracks we printed last issue does work – honest! To get it to work, you have to be on the title screen, since pressing A will put you onto the selection screen. Rest assured, you can play the Strip

Mine track, and here are the pictures to prove it!

When the Kemco logo appears, quickly press A, Left, Left, Right, Down, Z – you'll then be able to play the Strip Mine track (and any others that you haven't already opened) in Arcade and Time Attack modes.



View Strip Mine

If you don't want to cheat, but still want a sneak preview, you can see a tour of the Strip Mine track during the credits by going to the credits icon in the options menu and pressing Left, C Down, Right, Down and Z.

Beachball Car

Enter B, B, A, Left, Left, C Down, A, Right on the Arcade mode-selection screen for a bouncy time.

Cupra (Ice Cube) Car

Enter C Down, Up, B, Right, A, C Down, A, Right on the Arcade mode-selection screen.

Helmet Car (or Mini)

Enter Up, Up, Z, B, A, Left, Left on the Arcade mode-selection screen.



Freaky fractals and some strange new cars are available when you enter these magic codes

Add a touch of individuality to your racing car with these super cheats. The cars will not handle any differently but they certainly look funny.

TETRISPHERE

Go to the 'new name' option, and press L, C Right and C Down to bring up some weird characters. Then enter the following names for extra spherical action!

Lines Game

Enter the name LINES to play the Lines game. You have to drag the blocks into rows and columns, rather than stacking them, to make them disappear.

Access All Levels

To play the level of your choosing without having to spin through the whole game, enter

the <Saturn> <Spaceship> <Rocket> <Heart> <Skull> characters.

You will now find a level select when you open a previously saved game.

New Music

Enter G<Alien Head>MEBOY to get some Game Boy-style new tunes to play along to.

View Credits

Work yourself into a fever pitch of excitement entering the name CREDITS to, shockingly, view the credits! Okay, maybe it's not that exciting.



TUROK DINOSAUR HUNTER

Full cheats list!

Enter the following in the cheat menu helpfully provided in the game

Quack Mode

CLLTHNTMTN

A parody of Quake with bad animation and grotty textures.

Show Enemies

NSTHMNDNT

When you call up the map, enemies are shown by red arrows.

Vivid Colours

LLTHCLRSFTHRN

Changes the colour palette and makes it far more outta-

sight!

Gives you everything in the game!

NTHGTHDGD CRTDTRK

Weapons, invincibility, level warps, infinite ammo, big heads, the lot!

View Ending

Enter the above code, turn on the invincibility option (always handy) and warp to the Campaigner. Sort him out and the ending is yours for the watching, for as long as it lasts (not long)..

DNCHN	– Dana mode, gives you tiny enemies.
DLKTDR	– Pen and Ink mode, turns everything into sketches.
SNFFRR	– Disco mode – you figure it out!
THBST	– Gallery mode – lets you view all the characters.
CMGTSMGGTS	– All weapons.
BLLTSRRFRND	– Infinite ammo
FRTHSTHTTRLSC	– Unlimited lives.
THSSLKSCL	– Spirit mode all the time.
GRGCHN	– Greg mode – loads of weird stuff!
FDTHMGS	– Credits.
RBNSMTH	– Robin mode, infinite everything, invincibility.

WAR GODS (US)

Access Cheat Menu

Want a whole host of extra options on Midway's new beat-'em-up? When you're on the initial War Gods title screen, before the game options appear, just press D-Pad right three times, B, B, A, A. If you've got it right, a voice will boom out to inform you of your success.

Easy Fatalities

Once the cheat mode is active, to make killing a whole lot easier press A, B and the Top and Right C buttons simultaneously after defeating your adversary.

Play As Exor

On the character selection screen, push L, D, D, R, L, U, L, U, R, D on either the D-pad or the analogue stick, then select any character. You will play the round as Exor.

Play As Grox

On the character selection screen, push D, R, L, L, U, D, R, U, L, L on either the D-pad or the analogue stick, then select any character. You will play the round as Grox.



WAVE RACE 64

Different Coloured Jetskis

On the jetski selection screen, press Up on the analogue stick to change the colour and A to select it.

Somersault
Single Flip
Dive
Sideways Roll (in both directions)

Ride the Dolphin

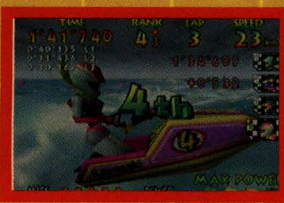
In the Stunt Mode, choose to visit Dolphin Park and ride the rings using the following moves: Handstand Backwards
Ride Standing

If you do all these in the correct order, the dolphin will squeak. Now go to the Championship mode, normal and warm up, and press Down on the analogue stick and press A to get the dolphin.



Change the colour of your jetski in Wave Race 64 - because they're not exactly that cool to begin with, are they?

A great tip for Wave Race 64 allows you to ride as the dolphin if you perform the right stunts.



WAYNE GRETZKY'S 3D HOCKEY

Hot new teams

Select Set-up right from the main menu and in the options screen, hold down the Left shoulder button and press the following Yellow buttons: Right, Left, Left, Right, Left, Left, Right, Left and Left. A 16 digit code will appear and four new teams will now be available.



Alter player sizes

In the options screen, press and hold the Yellow top button and press the Right shoulder button to display a 16 digit code. Change the digits using the Yellow buttons and you will alter the legs, bodies and heads of all subsequent players.

Invisible Players

Pause the game during the face off and select the Replay mode. Use the Left shoulder button to choose a team member, and then press the Right Shoulder button to select an opponent. When flashing, press Z and they will turn invisible.

WAYNE GRETZKY'S 3D HOCKEY 89

The 1998 respray of Gretzky has a few cheats tucked away.

Old Teams

To play with some older teams, hold down L on the Options screen and (without releasing L) enter the following code: C Right, C Left, C Left, C Right, C Left, C Left, C Right, C Left, C Left.

Debug Mode

Teach yourself programming! Or not. You can play with the appearance of the hockey players using a 16-bit register. Modify the first six bits of the register by using the following button combinations.

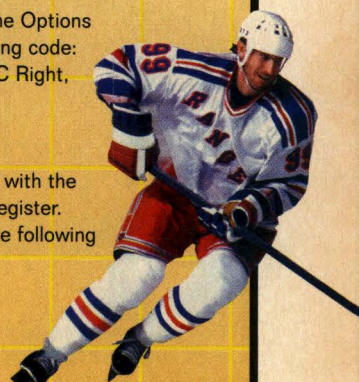
C Down + R - alters bits 1 and 2
C Left + R - alters bits 3 and 4
C Up + R - alters bits 5 and 6

Register

100000
010000
110000
001000
000100
000010
000001
110110
010010
010101
010001

Effect

Gives you wide players.
Gives you wide players with big heads.
Gives you wide players with small heads.
Gives you small players.
Gives you tall players.
Gives you small players.
Gives you thin players.
Gives you tall players with small heads.
Gives you small players with large heads.
Gives you tall players with large heads.
Gives you thin players with large heads.



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No.

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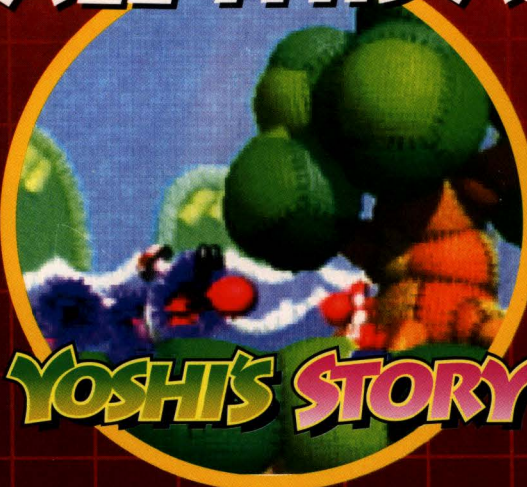
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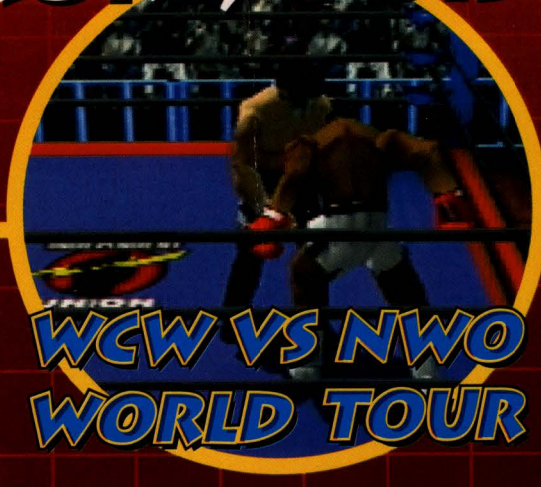
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